BlizKick

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COLLABORATORS

	TITLE : BlizKick		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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BlizKick

1.1 BlizKick Guide

10-May-1999

Documentation for

BlizKick 1.18

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Composed by Harry "Piru" Sintonen

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Introduction What is BlizKick?

Package What's included?

About Some words about BlizKick.

Features !!

Requirements What is required.

Installation How can I do it?

Usage Fights and arguments... :)

Important notes Please read.

68040/68060 notes Important!

Troubleshooting What if...

License FreeWare!

Disclaimer "I didn't do it!"

History What has happened.

Future What will happen.

1.2   What will (probably ;-) happen.

FUTURE

Things I'm thinking about to implement in BlizKick in the (near?) future:

o MMU ROM mapping (030-060) for ppl without MAPROM hardware

(Apollo boards etc.)

o ROM checksumming and fallback to old kick if bad chksum

o IDEFix97 module (replacing LoadIDE)

o OxyPatcher module (maybe)

o Possibility to get commandline arguments from a file

o GUI (it is still coming!-)

o Possibility to use grabbed romtags as "modules" (!)

o Separate program (or feature to BlizKick) to create

modified ROM images (save ROM after applying BlizKick

modules into it) to be used without BlizKick

o Installer script

Things that might be implemented:

o SoftSCSI for Blizzard 20x0.

o Special BlizKick www pages

o Topaz.font replacing module

o You tell me !

...But I'm lazy/busy/etc.

1.3   What is BlizKick anyway?

INTRODUCTION

BlizKick is used to rekick any Kickstart ROM with Blizzard turbo boards having MAPROM feature (jumper). Also many CPU Cards have this feature and are supported. Kickstart 1.2, 1.3, 2.04, 2.05, 3.0 and 3.1 are currently tested ROM images.

SaveROM program can be used to save (grab) Kickstart ROM image into a kickfile.

See here , if you want to know why you should use BlizKick instead of other similar programs.

See BlizKick package features and requirements .

1.4   Other MapROM tools

OTHER MAPROM TOOLS

There are few programs similar to BlizKick. Here are some comparisations. After reading these, I'm sure you'll agree with me that BlizKick is the best choice. If not, use some of these programs instead... :-(

BlizzMagic

BKick

CyberMap

Kick

KickBlizz

1.5   BlizKick 1.18 vs. BlizzMagic 3.3

BLIZKICK 1.18 VS. BLIZZMAGIC 3.3

BlizzMagic 3.3, FreeWare, util/boot/BlizzMagic.lha

Author: Jan Hlavaty <mamlason@tnet.cz>

BTW: BlizzMagic is my favorite MapROM tool after BlizKick (of course!! ;-), so if BlizKick should fuck up in any way, use this!

BlizKick 1.18 BlizzMagic 3.3

Supported boards all all but 20x0, PPC & CPU Cards

Orig. ROM restoration yes OS2.0+ only

256K/512K ROM yes *) yes

Init bypassing yes yes

Local on-board memory yes *2) yes

Needed AmigaOS 1.0+ 2.0+

ROM grabber included yes yes

Need file preparing no no

AutoReSum yes no

ROM speed-up internal external

External Modules yes no

Additional programs one *3) three

"prepareemul" yes yes

"movevbr" yes yes

SoftSCSI yes no

*) All parts of BlizKick package will work on both 256K and 512K ROM images, as opposite to BlizzMagic.

*2) With BlizKick you can save (grab) the ROM and use it again, even if you've used LOCALFAST feature (FASTEXEC in BlizzMagic doesn't allow this). Reusing is not recommended, though. It requires also use of the FORCE switch. See usage of the BlizKick.

*3) BlizKick really needs only one additional program: ROM saver (grabber).

Hi Jan!! I really liked you comment on your BlizMagic's documentation!!

Well, I have few things to say:

a) I really was first!! [g]

b) I developed BlizKick independently (well, at least up to version 1.3... ;-)

c) BlizKick has great module system and way better documentation...

d) BlizKick has really cool modules !

1.6   BlizKick 1.18 vs. BKick 1.1

BLIZKICK 1.18 VS. BKICK 1.1

BKick 1.1, FreeWare, util/boot/BKick.lha

Author: Adam Ciarcinski <ciarcins@beta.ii.tuniv.szczecin.pl>

BlizKick 1.18 BKick 1.1

Supported boards all all but PPC & CPU Cards

Orig. ROM restoration yes yes

256K/512K ROM yes yes

Init bypassing yes no

Local on-board memory yes yes

Needed AmigaOS 1.0+ 2.0+

ROM grabber included yes no

Need file preparing no no

AutoReSum yes no

ROM speed-up internal no

External Modules yes no

Additional programs one none

"prepareemul" yes no

"movevbr" yes no

SoftSCSI yes no

1.7   BlizKick 1.18 vs. CyberMap 39.14

BLIZKICK 1.18 VS. CYBERMAP 39.14

CyberMap 39.14, FreeWare, util/boot/CyberMap.lha

Author: Carsten Schlote <schlote@stud.uni-frankfurt.de>

BlizKick 1.18 CyberMap 39.14

Supported boards all 2060, CPU Cards

Orig. ROM restoration yes no

256K/512K ROM yes no

Init bypassing yes no

Local on-board memory yes no

Needed AmigaOS 1.0+ 2.0+

ROM grabber included yes no

Need file preparing no no

AutoReSum yes no

ROM speed-up internal no

External Modules yes no

Additional programs one none

"prepareemul" yes no

"movevbr" yes no

SoftSCSI yes no

1.8 BlizKick 1.18 vs. Kick 1.0

BLIZKICK 1.18 VS. KICK 1.0

Kick 1.0, ShareWare, util/boot/Kick.lha

Author: D.N.A

BlizKick 1.18 Kick 1.0

Supported boards all 1230-IV & 1260

Orig. ROM restoration yes yes

256K/512K ROM yes yes

Init bypassing yes no

Local on-board memory yes no

Needed AmigaOS 1.0+ 1.0+

ROM grabber included yes yes

Need file preparing no no

AutoReSum yes no

ROM speed-up internal no

External Modules yes no

Additional programs one two

"prepareemul" yes no

"movevbr" yes no

SoftSCSI yes no

1.9 BlizKick 1.18 vs. KickBlizz 1.0

BLIZKICK 1.18 VS. KICKBLIZZ 1.0

Kick 1.0, FreeWare?, util/boot/KickROM07ß.lha

Author: Gideon Zenz <gzenz@ernie.mi.uni-koeln.de>

BlizKick 1.18 KickBlizz 1.0

Supported boards all 1230-IV

Orig. ROM restoration yes no

256K/512K ROM yes yes

Init bypassing yes no

Local on-board memory yes no

Needed AmigaOS 1.0+ 2.0+

ROM grabber included yes no

Need file preparing no no

AutoReSum yes no

ROM speed-up internal no

External Modules yes no

Additional programs one none

"prepareemul" yes no

"movevbr" yes no

SoftSCSI yes no

1.10   About Kickstart ROM

KICKSTART ROM

On Amiga computers, most of the operating system is on ROM chip. This differs from the Wintel PC's, whose OS will be loaded from the disk (by BIOS). Both methods have their benefits and misadvantages.

(1) If you have OS on ROM you don't have to wait until it's loaded from the disk and the OS takes minimal amount of the RAM when operating. The dark sides are that ROM chip isn't cheap and it's hard to change ROM chip (you'll have to open your Amiga and by doing this you'll invalidate your Amiga's warranty).

(2) If you have OS on the disk it'll take some time to load it to memory and it'll eat some of your precious RAM. On the other hand it's very simple to update or even change the OS, because no "srewdriving" is needed.

BlizKick helps in case 1: It enables you to have different Kickstart ROM images on the disk. On power-up BlizKick will load the ROM image from the disk and install it, overriding the old ROM. BlizKick is needed only once: while powering up your Amiga. In fact, BlizKick will make the case 1 look like case 2: It even takes part of the RAM (512KB) for the "fake" ROM. :(

BlizKick requires that the Kickstart ROM is saved to a kickfile. Two kickfile (and ROM) sizes are allowed:

256K KS 1.x

512K KS 2.x, 3.x

There are several utilities available for saving (grabbing) Kickstart ROMs. I've included my own piece of artwork, named SaveROM .

1.11   MAPROM feature (jumper)

MAPROM

"If memory is installed on the BLIZZARD 1230-III you can load Kickstart into the faster RAM to speed up the execution of operating system functions. If the MAPROM jumper is removed, Kickstart will be automatically copied over to the RAM. If the jumper is installed Kickstart will be executed on the ROM. If activated, MAPROM feature takes 512 KB of the RAM installed on the BLIZZARD 1230-III." (quated from the BLIZZARD 1230-III User's Manual)

Apparently, at least 1230-I, 1230-II, 1230-III, 1230-IV, 1240-T/ERC, 1260, 2040-ERC and 2060 models have MAPROM jumper.

Also CyberStorm MK I, MK II, MK III, PPC and Blizzard PPCs have similar feature.

1.12   About BlizKick

ABOUT BLIZKICK

BlizKick package software and documentation are Copyright © 1996-1999 PitPlane Productions. All Rights Reserved.

BlizKick package is FreeWare. See license .

If you have any suggestions or remarks about this program, or if you find any bugs, please let me know.

The best way to reach me is IRC (ohno... don't blame IRC for stalled BlizKick development;):

IRC: Piru (#AmigaFIN, #amycoders, #amiga)

Again, absolutely the best way to reach me is to use IRC. Best channel for BlizKick questions/bug-reports is probably #amycoders or #AmigaFIN if you are finnish. :-)

Write to the following address (for bug-reports , comments etc.):

e-Mail: sintonen@st.jyu.fi

(sintonen@silmu.st.jyu.fi)

WWW: http://www.jyu.fi/~sintonen/

http://www.jyu.fi/~sintonen/AmigaPrograms.html

Latest beta release of BlizKick

should be found here. If you can't find it

from there try msging Piru on irc. ;)

IMPORTANT: www.jyu.fi/~sintonen/ pages are

(currently) badly outdated.

SnailMail: Harry Sintonen

Vaasankatu 8 A 12

40100 Jyväskylä

Finland - Europe

1.13 Hmm

GREAT!!

Hmm... I think I'm above average programmer (aren't we all?). I use mostly AmigaE and Assembler (DevPac) in my Amiga programmes. Sometimes I also use C and C++. I'm also quite good ARexx/CLI script writer. I love CygnusEd. I really hate GoldED!! Hmm... What else? That's about it. :)

Now when I'm stydying in University of Jyväskylä they've made me write some ansi C - no problems so far:

int main(void) {

printf("Piss off world!\n");

while (1) {

malloc(0x12345);

fork(); /* Sorry, not ansi C! =) */

}

}

Oh, my Amiga's configuration?

Well, it's a good old A1200 put into 200W mini tower case, 3.1 GB and 2.6 GB IDE hard disks, 20x IDE CD-ROM (with selfmade idefix hardware), 4.3 GB and 2.1 GB SCSI hard disks. Blizzard PPC Power Board equipped with 240 MHz 603e and 50 MHz 68060, and two 32 MB 60ns SIMMs (total 64 MB fast), 10Mbit PCMCIA ethernet ($80 PC-card + PCMCIA reset hack), Micronik scandoubler for AGA, BlizzardVision PPC 8 MB graphics card (Permedia 2), JUSTer® loudspeakers and finally SALORA Multigraph 445G 21" monitor. Quite ok system, no? :-)

And of course good old A500 (in 1001 pieces nowadays), few external drives and other stuff in my closet. ;)

1.14 Features

FEATURES

- BPPCFix module to substitute BPPCFix 1.2 by by Frank Wille <frank@phoenix.owl.de>.

- ramlibstack module to substitute MCPRamlibPatch.

- Support for Blizzard PPC

- Support for CPU Cards & CS MKI, MKII, MKIII and PPC!

- FusionReserve module to substitute RsrvCold tool of Fusion MAC Emulator (Also Mac1200), A1000Jingle to play some tune on reset, PatchMath020 to optimize C-compiler math routines in ROM, RebootFix to fix problems with A1200 and 060 (at least with BLIZZARD 1260) reboot when display is in multisync mode, and SpeedyChip module for patching 060 MMU lists for improved chip memory write speed.

- SCSIDEV43 module to kick V43 beta scsi.device. No more 4GB drive limit !

- Free100buf for freeing buffer created by ChipSaver module

- EXTRESBUF is put into fast memory now!

- ChipSaver, RemCards, SpeedyIDE and WaitIDE modules.

- NewAlert & BBlank modules by Jens Lorenz

- BKMODPATH env-variable can be used to specify location of BlizKick modules

- QUIET switch

- KICKFILE * can be used to kick original ROM found on chip

- LOCALFAST relocates memheaders to fast memory

- BlizKick can replace SoftSCSI program!

- KICKFILE can be packed with XPK

- BlizKick can replace PrepareEmul 100%

- Can "expand" the ResidentTag area. No more "iffucient ROM space" -problem!

- Can be run any time (no more need to start before SetPatch on 1260)

- This package is free! (see license)

- Has possibility to plant ResidentTag modules into ROM image!

- No kickstart file preparation or similar is needed. You can just save any ROM image and give it to BlizKick!

- Can restore the original Kickstart.

- Can make memory on Blizzard board LOCAL, bypass flashy boot of the board and speed up ROM boot.

- Has built-in FastWaitBlit patch.

- BlizKick is 100% assembler!

- BlizKick doesn't use MMU, KickMem, KickTag, ColdCapture or CoolCapture vectors. -> 100% transparent!

- Works with any AmigaOS! (including 1.0!)

- BlizKick executable is only about 6K !

- BlizKick should be compatible with all future Kickstarts.

- Program for saving Kickstart ROM images included!

1.15 Requirements

REQUIREMENTS

BlizKick requires Amiga computer with AmigaOS 1.0 or better and Blizzard turbo board with its MAPROM feature enabled or a CPU Card.

SaveROM requires AmigaOS 1.0 or better.

Hard disk drive is highly recommended, but not required. You can also have problems reading this AmigaGuide document if you don't have MultiView because of @WORDWRAP.

BlizKick should work with:

x BLIZZARD 1230-I

x BLIZZARD 1230-II

x BLIZZARD 1230-III

x BLIZZARD 1230-IV

x BLIZZARD 1240-T/ERC

x BLIZZARD 1260

x BLIZZARD 2040-ERC

x BLIZZARD 2060

? BLIZZARD Cyberstorm MKI

? BLIZZARD Cyberstorm MKII

x BLIZZARD Cyberstorm MKIII

x BLIZZARD Cyberstorm PPC

x BLIZZARD Blizzard PPC

? Other CPU Cards (A4000?)

x = tested and works

? = not tested, but should work

- = not yet functional

$ = might not work, I don't know if these boards have MAPROM jumper

1.16   SaveROM utility

SAVEROM

With this program you can save the current Kickstart ROM image into a kickfile. Kickfiles created with SaveROM can be used with BlizKick. See usage and installation of the SaveROM.

1.17   BlizKick installation

INSTALLATION

Just click here to get BlizKick installed! (WILL INSTALL FILES AUTOMATICALLY!)

If you simply want to get all programs and documentation installed automatically, click here. Programs will be copied into C: -drawer, Modules will be copied into DEVS:Modules -drawer, BKMODPATH env-variable is created and requester will pop up (OS 3.x) requesting destination directory for this AmigaGuide document. If you're OS 1.x/2.x user you should have HELP: -assign, as this document is copied into HELP:English or HELP: -drawer.

If you want to save your current Kickstart ROM into a file (DEVS:rom_ver.rev), click here. This kickfile can be used with BlizKick, it is the same version as already used, though :)

If you'll use ChipSaver module you probably want to copy Free100buf to C: -drawer or drag it into WBStartup -drawer (You only should put Free100buf into WBStartup if you start ripper software before Workbench is loaded). You may Copy Free100buf TO C: and/or Copy Free100buf Free100buf.info TO SYS:WBStartup/ .

Now, see usage section.

If you're interested in programming " modules " or " patches " see notes here .

DETAILED INSTALLATION

(For you who hate automatic installation scripts)

BlizKick's installation is quite simple: just copy executable named BlizKick into your C: -drawer. You also need ROM image(s) you want to rekick. If you're really lazy just hit the following button:

Copy BlizKick TO C:BlizKick

There is also a program for saving (grabbing) Kickstart ROMs included (SaveROM). If you want, you can copy it into your C: -drawer by clicking the following button:

Copy SaveROM TO C:SaveROM

There are some example modules included. If you want, you can copy them into your DEVS: -drawer by clicking the following button:

Copy Modules/~(#?.(ASM|i)) DEVS:Modules

Finally you could add a environment variable BKMODPATH which contains path for BlizKick modules (default "DEVS:Modules/").

Of course, you should copy (drag?) this AmigaGuide documentation into your Docs-drawer.

See usage of the BlizKick and usage of the SaveROM.

UNINSTALLATION

Delete C:BlizKick and C:SaveROM, delete DEVS:Modules ALL, delete ENVARC:BKMODPATH and delete this guide file.

(Above is valid for default installation)

If you have copied Free100buf to C: and/or SYS:WBStartup/ -drawer(s) you should delete it too.

1.18   Programmer's notes

PROGRAMMER'S NOTES

You should copy file Modules/blizkickmodule.i into your include: -drawer.

There are assembler source code for all included modules! These files aren't copied by installation process. You might want to create Modules drawer to place where this guide file is located and copy all .ASM files into it.

Then see example modules .

1.19   How it is done?

HOW IT IS DONE?

Certain Blizzard turbo boards have MAPROM feature, which can be used to load (copy) currently installed ROM chip into the 32-bit fast memory. I found that the memory for the Kickstart ROM is "allocated" from the end of the memory installed on board. Because the memory isn't actually allocated, but the AddMemList() function parameters are changed a bit, the memory area containing the ROM is outside the system memory pool.

What I do in BlizKick is really quite simple: I test whether system has somewhat valid Blizzard turbo board installed and its MAPROM feature enabled. If all is OK so far, I allocate memory for the specified Kickstart ROM kickfile and load it. The I Disable() system and run some piece of code in CPU's supervisor state. It effectivily does nothing exceptional: It just copies the loaded ROM over the Kickstart ROM created by boards own "MAPROM" and flushes CPU caches. Finally, execbase is trashed and reset is done.

Wow! Isn't that simple!

1.20 Important notes

NOTES

If you have Blizzard PPC read Blizzard PPC special notes.

It might be that RemCards module can't be used if you have CD-ROM drive. This depends on the drive controller/device driver.

If you want to use SCSIDEV43 module with SpeedyIDE and/or WaitIDE module then SpeedyIDE and/or WaitIDE must be specified after SCSIDEV43 or else it won't work (as patches are made to ROM scsi.device which is immeditially replaced by V43 scsi.device).

As of version 1.11ß1 EXTRESBUF is put into board's own fast memory, not chip memory.

If you want to use NoClick module with Hackdisk module then NoClick must be specified after Hackdisk or else drives will continue clicking. I've also found that hackdisk.device has some problems in conjugation with CrossDos6. If you have any problems, just don't use hackdisk module.

Kickstart 1.2 (33.180) works now, as BlizKick automagically patches some bugs of it.

Please, see why you show use BlizKick 1.18 instead of other similar programs.

If you're interested in programming " modules " or " patches " for BlizKick see notes here .

LOCALFAST is implemented similarily to external modules , but internal LOCALFAST "module" is always planted before external modules.

There's a certain bug in at least 1230-II and 1230-III boards: memory node name can sometimes be a null string. Use of LOCALFAST feature fixes this.

You can save (grab) the modified ROM created by BlizKick. It can be used with other "kicking" tools with no problems (at least if EXTRESBUF feature isn't used). Using it with BlizKick again requires use of the FORCE switch. See usage of the BlizKick.

BlizKick can be used in conjugation with Enforcer, CPU FASTROM, VMM, GigaMem etc. BTW: BlizKick has few Enforcer hits, but they'll never show up as Enforcer is turned off when needed... :) I'm well aware that no program should access memory areas outside of memory lists, but this is a hack anyway...

Note that you should not use Kickstart 1.3 or lower on machines equipped with MC68040 or better processor. This doesn't mean you can't do it though... :)

BlizKick has been tested on following systems:

A1200, BLIZZARD 1230-I 68EC030 @ 40MHz

A1200, BLIZZARD 1230-III 68030 @ 50MHz

A1200, BLIZZARD 1230-IV 68030 @ 50MHz

A1200, BLIZZARD 1240-T/ERC 68040 @ 40MHz

A1200, BLIZZARD 1260 68060 @ 50MHz

A1200, BLIZZARD 1260 68060 @ 50MHz

A1200, Blizzard PPC 603e+ @ 240Mhz, 68060 @ 50MHz

A?000, BLIZZARD 2040-ERC 68040 @ 40MHz

A2000, BLIZZARD 2060 68060 @ 50MHz

A4000, CyberStorm MK III 68060 @ 50MHz

A4000, CyberStorm PPC 604e @ 200MHz, 68060 @ 50MHz

(+ many other configurations)

BlizKick should work with all Blizzard turbo boards that have MAPROM feature enabled. If you're having troubles with BlizKick on your system and you're sure that your board is Blizzard board and it has MAPROM feature, then contact me . I'll fix BlizKick, if possible. I cannot guarantine BlizKick to be 100% software/hardware compatible!

You must have the MAPROM feature enabled or BlizKick won't work!

Note that BlizKick uses always 512K of memory, even if the ROM image to rekick is only 256K (KS 1.x). This is because of Blizzard turbo's own MAPROM feature and can't be fixed (easily). The memory area before 256K ROM ($F80000-$FBFFFF) contains the same data as at $FC0000 (this is what happens with real 256K ROM too).

You can use modified ROM images as BlizKick always resums the image before it's kicked. Naturally you should be careful when changing ROM contents, but simple funny things like string modifications etc. should be easy thing to do. Of course, you should always have backup of the original ROM kickfile!

BlizKick doesn't use kickmem or kicktag vectors, or Cold- or CoolCapture.

BlizKick should be compatible with all future Kickstarts and Kickstart images. There is one restriction though: 1MB ROM images can't be used. Again, this is because of Blizzard turbo's MAPROM feature. KS 1.2, 1.3, 2.04, 2.05, 3.0 and 3.1 are currently tested ROM images. If BlizKick refuses to co-operate with other ROM images (256K/512K) then contact me .

If you rekick older kickstart than originally used one, it may be impossible to use all hardware and/or peripherals of your system (e.g. If you originally use KS 3.0 in your A1200 and rekick KS 1.3 you can't use your hard disk drives or PCMCIA slot. Direct banging of AGA hardware works, if someone is smart (?) enough to do it).

Here is some information about different Kickstart ROM images:

KS SIZE VERS NOTES

1.0 ¼MB 30.x Used in old AMIGA 1000

1.1 ntsc ¼MB 31.x Used in AMIGA 1000

1.1 pal ¼MB 32.x Used in AMIGA 1000

1.2 ¼MB 33.x Original A500 ROM

1.3 ¼MB 34.x Can run AUTOBOOT devices

1.4 ??MB 35.x KS 1.3 with A2410 support

2.0,2.01,2.02 ½MB 36.x Beta OS 2.0

2.04 ½MB 37.175 Official OS 2.0

2.05 ½MB 37.300 Used in A600's, knows how to

use internal AMIGA 600/AMIGA

1200/AMIGA 4000 IDE

peripherals and PCMCIA slot.

Doesn't work with Bliz 1260!

3.0 ½MB 39.106 Official OS 3.0

3.0beta ½MB 39.107 Beta?

3.0beta ½MB 39.110 Beta?

3.1 ½MB 40.x Support for Akiko and CD-ROM

3.2 ½MB 43.x Would have been used in

"Walker"...?

1.21   Bug in BLIZZARD 1230-II and 1230-III

BLIZZARD BOARD BUG

There's a little bug in Blizzard boards autoconfig(TM) code (at least 1230-II and 1230-III):

When the board allocates memory for the memory node name of the boards' memory it can sometimes fail.

There's a code like this:

move.l (.stringsize,pc),d0

moveq #MEMF_ANY,d1

movea.l (4).w,a6

jsr (_LVOAllocMem,a6)

movea.l d0,a3 movea.l <ea>,An WON'T set

beq.b .nomem condition codes! -> fail!

movea.l a3,a1

lea (.blizmem,pc),a0

.copy move.b (a0)+,(a1)+

bne.b .copy

.nomem

movea.l a3,a1

;...

; add memory to system memory pool

; a1=ptr to memory node name

;...

.stringsize dc.l 20

.blizmem dc.b 'Blizzard_Mem',0

THIS IS TOTALLY WRONG!

1] movea.l <ea>,an does not set condition codes like move <ea>,<ea> does! This code can think allocation failed when it succeeded, and think it succeeded when it really failed (!).

1) Should movea.l d0,a3, tst.l d0, beq.b .nomem

1> Now if there's no memory, Blizzard memory node won't have any name which is perfectly legal.

BUT... WHY!? :-(

Hey you!! Yes, YOU! You phase5 programmers! Why in the earth you do mistakes like this! Maybe you too should follow Commodore's Programming Guidelines like others... ;-)

1.22   Attention, 68040/68060 user!

68040/68060 NOTES

You need not start BlizKick before SetPatch. See why .

From version 1.6 and on you can start BlizKick anytime!

I've received some reports that BlizKick 1.9 wouldn't have worked if run after SetPatch on 68040 or 68060 machines. It this still happens please contact me .

1.23   SetPatch and 68040/68060

SETPATCH AND 68040/68060

When SetPatch is run, it'll load 680x0.library. 680x0.library will set up MMU tables so that it'll hide magic MAPROM memory areas from all other programs.

To get around this BlizKick will toggle MMU on and off couple of times while it's run. Note that BlizKick won't change MMU tables in any way, or turn MMU off if it was initially on.

1.24   Blizzard PPC special

BLIZZARD PPC SPECIAL

There are a couple of things that Blizzard PPC owners should notice:

1. Do not turn on the MAPROM feature from the Blizzard PPC bootmenu.

2. BlizKick works only once per powerup.

NOTE: This might change if I figure out a way to retrigger the maprom; The only way to disable maprom I know of is to hold ctrl-amiga-amiga for >10 secs.

1.25   Troubleshooting

TROUBLESHOOTING

Q: BlizKick doesn't work with my Blizzard PPC!

A: It does work, read Blizzard PPC special .

Q: BlizKick doesn't work for me.

A: Don't turn on every feature, you know what happened in Tshernobyl... Try it as 'BlizKick *', if that doesn't work then BlizKick is a bit broken (probably). You could try contacting me , I might even be able to fix it. Don't expect miracles though.

Q: FusionReserve module doesn't work!

A: It does work. Get FixPATCHMAC.lha from aminet and use it.

Q: PrepareEmul and FusionReserve modules don't work together!

A: FusionReserve substitutes PrepareEmul in this case. If you use FusionReserve module you don't need to use MoveVBR module either as FusionReserve moves VBR by itself too.

Q: My CD-ROM drive refuses to work when I use BlizKick!

A: Don't use RemCards module. If you still have problems then contact me .

Q: When I use BlizKick and start Linux system just freezes. Why?

A: Linux loader takes over whole system memory overwriting everything, including EXTRES area. So EXTRESBUF can't be used if you're about to boot Linux.

Q: BlizKick seems to be unable to find any modules without paths! (Thanks to Max for pointing this one out :)

A: If you use BKMODPATH env-variable and your startup does `Assign ENV: RAM:' or similar dummy ENV: before BlizKick, it'll prevent BlizKick from finding modules. There should be correct ENV:-assign or no ENV:-assign at all! Currently if no ENV:-assign is found BlizKick automagically does `Assign ENV: ENVARC:' to find env-variables and removes that assign after it's done. This might change though.

Q: WaitIDE doesn't work on V43.17 scsi.device!

A: It didn't work in 1.11ß3. WaitIDE should work with it as of 1.11ß4. V43.17 IDE device recognization is broken. :(

Q: I use SCSIDEV43 module but I only get boot-hand picture. What's wrong?

A: Well some releases of V43 scsi.device are broken. At least V43.17 doesn't work for me. V43.11 and V43.18 work.

Q: SpeedyIDE and/or WaitIDE don't seem to work when used with SCSIDEV43 module. Why?

A: You must always specify SpeedyIDE and WaitIDE modules after SCSIDEV43.

Q: SpeedyIDE causes checksum errors (or other failures) on my hard disk(s)!?

A: It works on my A1200, I see no reason why it should't work on your machine too. If any problems arise, please disable SpeedyIDE and let DiskSalv or similar program fix your hard disk(s). See also disclaimer :).

Q: I install hackdisk module, but my system freezes immeditially after I've installed disk. I have CrossDos6 or newer. What's wrong?

A: I've found that hackdisk.device has some problems in conjugation with CrossDos v6+. If you have any problems, just don't use hackdisk module. I can't fix this yet because I really don't have a clue what's wrong with hackdisk... :(

A: I've heard that original author of Hackdisk, Dan Babcock, is about to release V3.0 of Hackdisk soon. That version is supposed to fix all current problems (I hope so! :).

Q: When I use hackdisk module ARTM (for example) shows that there's no hackdisk.device resident tag installed! Why?

A: This is normal! If hackdisk module initializes without errors it should be there! It is supposed to look like trackdisk.device because it's a full trackdisk replacement (It is even copied over trackdisk.device in ROM!). There's a HackDiskTest program included in NewHackdisk distribution (disk/misc/NewHackdisk.lha) which will display hackdisk version string (and return RC as 0) if it's installed. You can also use other tools (for example DiskMon) to see if hackdisk is really there...

Q: BlicKick doesn't work! I have memory only on SCSI-Kit.

A: MAPROM requires memory on turbo board itself. Solution to this would be to purchase 2, 4 or 8 MB SIMM to be installed into boards SIMM slot. Problems may arise if you have, for example overclocked 68060 to 66MHz and the fan covers SIMM socket (partially).

Q: NoClick doesn't work when used with hackdisk module!

A: Try specifying NoClick module after hackdisk. It should work then.

Q: When I use BlizKick with LOCALFAST switch ShowConfig will report something like this:

Node type $A, Attributes $703 (CHIP), at $1E000020-$1FFFFFF (~3618.0 meg)

A: ShowConfig is bad. This is not my fault. NOTE: LOCALFAST doesn't magically add chip memory... :)

Q: If I already have latest ROM in my machine how can I use for example LOCALFAST without romfile?

A: Use * as KICKFILE. 512K of ram is lost (as usual) though.

Q: EXTRESBUF fails on 1240/2040/2060!? System locks up!

A: Hmmm... It should work. Please inform me !

Q: SoftSCSI does not work.

A: It didn't work in 1.9ß5, but should work now. Be sure to have DEVS:Modules/A1234.ROM file present!

Q: Kickstart 1.2 doesn't seem to work! I get only a yellow screen etc... What's up?

A: As of version 1.10ß3 Kickstart 1.2 (33.180) should work! BlizKick automagically patches some bugs of it.

Q: I know that BlizKick 1.10 on BLIZZARD 1260 can be started after SetPatch, but is the any difference starting it before or after? Which should I prefer?

A: No, there shouldn't be any difference. If you use BlizKick just to change (update) your Kickstart (for example 3.0 to 3.1), then you should insert line running BlizKick as first command in your s:startup-sequence. You can - of course - start BlizKick later on too, but I'll then take more time to boot up at the first time...

A: I've received some reports that BlizKick 1.9 wouldn't have worked if run after SetPatch on 68040 or 68060 machines. It this still happens please contact me .

Q: Help! BlizKick doesn't work!?

A: You need Blizzard turbo board with its MAPROM feature enabled.

Q: Why should I use BlizKick? BlizzMagic looks fine to me...

A: OK! OK! Use BlizzMagic if you like... But then you'll of course miss some nice features only present in BlizKick, like external modules ... See why I prefer BlizKick. It's up to you.

A: To see comparisations between BlizKick and other similar programs, see here .

Q: IDE devices of my AMIGA 600/AMIGA 1200/AMIGA 4000 don't work when I use KS 1.x or 2.04. Why?

A: If you rekick older kickstart than originally used one, it may be impossible to use all hardware and/or peripherals of your system (e.g. If you originally use KS 3.0 in your A1200 and rekick KS 1.3 you can't use your hard disk drives or PCMCIA slot). Kickstart 2.05 (37.300) should be able to use IDE controller of the AMIGA 600/AMIGA 1200/AMIGA 4000. Sadly it seems as 2.05 wouldn't work on BLIZZARD 1260... ;-(

Q: My 68040/68060 machine crashes when I try to use KS 1.x! This is definitely BlizKick's fault!?

A: No. KS 1.x won't work properly with 68040/68060.

A: Actually, you might be able to use it... :)

Q: I took kickfile from XYZKicker and it doesn't work with BlizKick! Why?

A: Hmm... Probably "XYZKicker" has specially tuned ROM images (relocated to $200000? ;-( ) Kickfiles used with BlizKick mustn't be (de)relocated or tempered with. To get 100% working kickfile, use SaveROM program to grab it from ROM chip.

Q: BlizKick sucks!?

A: No. BlizKick is great.

Q: I try to use kickfile for KS 40.70, but it fails! Why?

A: Be sure you don't have A4000 version as it doesn't work on A1200. A1200 version of KS 40.70 should work, although it isn't tested.

Q: I use kickfile for KS 40.68, but it can't use LOCALFAST or external Modules! Why?

A: Kickstart 40.68 doesn't have enough free ROM space in it. ;-(Well, this is not a problem anymore with BlizKick 1.6 and on: Just use EXTRESBUF feature!

Q: Oh-no!! BlizKick failed saying "object too large, Couldn't plant module 'xxx'!" Help!!

A: There's no more space for external Modules, so you must use EXTRESBUF feature or increase the buffer size if it's already in use.

Q: BlizKick failed saying "object wrong type, Couldn't plant module 'xxx'!" !! What's up!?

A: You tried to use non-module file as module or the module isn't supported by this BlizKick version.

Q: LOCALFAST, QUICKBOOT and HOGWAITBLIT don't work with KS 1.x!?

A: HOGWAITBLIT and LOCALFAST do not work with KS 1.x. QUICKBOOT doesn't work either as EXTRESBUF feature requires at least kickstart V36.

Q: When I use QUICKBOOT my hard disk drive doesn't boot! I have/don't have SCSI-Kit.

A: This problem occur if your hard disk drive doesn't reach its full spinning speed fast enough. This is the reason why there's some annoying (flashy) delay in most of the turbo boards. If your drive boots: Lucky you!

A: Also, you can't use QUICKBOOT if you have SCSI-Kit plugged. Final answer is simple: don't use QUICKBOOT if you experience any problems.

Q: Why are you releasing this great package as freeware? I'd ask money for it!

A: Sorry, I like it free. ;-)

Q: When I kick 256K ROM 512K of memory is lost! Why?

A: MAPROM feature of the Blizzard boards normally takes 512K. It could be possible to patch ROM in such way it would add those unused 256K back to system memory pool, but since it's only 256K I won't bother. And hey: who uses KS 1.x anyway!?

Q: I have a Blizzard board and memory on it, but when I examine my machine's memory node list, there's no node with name 'Blizzard_Mem' (or similar). Why?

A: There's a bug in at least 1230-II and 1230-III boards: memory node name can sometimes be a null string.

A: On BLIZZARD 1260 memory node name pointer is always null (which is, btw, 100% legal!).

Q: When I tried to kick ROM, my machine just hangs! Keyboard reset doesn't help either. Why?

A: You might have used trashed/bad kickstart ROM. You have to turn power off and on again. If you have BlizKick installed into your startup-sequence and your machine hangs again and again you have to break booting and remove (comment) line running BlizKick.

A: I have received a report that at least BlizKick release 1.5b caused a hang when used in conjugation with 1230-IV and SCSI-Kit. If you're sure you have 100% working ROM (it works on your friends machine for example), but BlizKick hangs on your machine, you should send me a detailed bug report . If this terrible thing should happen you could also try some other similar programs available... (NOT! :)

A: There are also different Kickstart ROM versions for different machines (A500, A2000, A3000 should work with A1200 too). A4000 tuned ROMs may not work on A1200. Sorry, but I really don't know for sure! :(

Q: I have program called FastExec installed in my s:startup-sequence. Should it be before or after BlizKick?

A: If you need FastExec, it should be after BlizKick. BUT: FastExec isn't needed, use LOCALFAST feature of the BlizKick instead! (LOCALFAST has the same functionality as FastExec 2.5 except it doesn't move expansion.library to fast memory.)

A: If you for some reason can't use LOCALFAST (even in conjugation with EXTRESBUF), you can use FastExec.

1.26   The Package

PACKAGE

BlizKick 1.18 distribution package contains following files:

BlizKick/

Modules/

A1000Jingle Module playing A1k bootjingle

A1000Jingle.ASM Source code.

BBlank Borderblank "module"

BBlank.ASM Source code.

BPPCFix BPPCFix "module"

BPPCFix.ASM Source code.

ChipSaver Chip2fast copier "module"

ChipSaver.ASM Source code.

Colour Stripy-colours "module"

Colour.ASM Source code.

FixMath404 Fix math 40.4 "module"

FixMath404.ASM Source code.

FusionReserve Fusion RsrvCold patch "module"

FusionReserve.ASM Source code.

hackdisk hackdisk.device "module"

hackdisk.ASM Source code.

Magia Example patch "module"

Magia.ASM Source code.

MoveVBR MoveVBR "module"

MoveVBR.ASM Source code.

NewAlert Improved alert.hook "module"

NewAlert.ASM Source code.

NoClick NoClick "module"

NoClick.ASM Source code.

PatchMath020 020+ optimizer "module"

PatchMath020.ASM Source code.

PrepareEmul PrepareEmul patch "module"

PrepareEmul.ASM Source code.

ramlibstack Make ramlib stack 8k

ramlibstack.ASM Source code.

RebootFix Fix A1200/060 reboot problems

RebootFix.ASM Source code.

RemCards PCMCIA-killer "module"

RemCards.ASM Source code.

Replace Example replacing "module"

Replace.ASM Source code.

SCSIDEV43 Kick V43 beta scsi.device

SCSIDEV43.ASM Source code.

SoftSCSI SoftSCSI "module"

SoftSCSI.ASM Source code.

SpeedyChip Improves 060 chipmem speed

SpeedyChip.ASM Source code.

SpeedyIDE IDE device boost "module"

SpeedyIDE.ASM Source code.

Test Example library "module"

Test.ASM Source code.

WaitIDE IDE spin-up-fix "module"

WaitIDE.ASM Source code.

blizkickmodule.i Include file for "Modules"

BlizKick The main executable

BlizKick.ASM Source code.

SaveROM KS ROM grabber executable

SaveROM.ASM Source code.

BKGUI Experimental beta GUI

BKGUI.e Source code.

BlizKick.guide This AmigaGuide document

BlizKick.guide.info Icon for the Guide

install_script Installation script

AspectFont Tool for fixing guide font

AspectFont.e Source code.

Free100buf Free buffer created with ChipSaver

Free100buf.ASM Source code.

Free100buf.info Icon for the above

BlizKick.readme Aminet std readme file

BlizKick.info Icon of the drawer

No additional files (including BBS adds) may be included!

1.27   How do I use BlizKick?

USAGE

BlizKick's template is

KICKFILE, MODULE/M, EXTRESBUF/N, FORCE/S, LOCALFAST/S,

QUICKBOOT/S, SPEEDROM/S, HOGWAITBLIT/S, CPUCARD/S, QUIET/S

KICKFILE

Here you specify full path of the ROM image

you want to kick.

e.g. BlizKick KICKFILE="DEVS:rom image 3.1"

If you don't specify kickfile and you've used

BlizKick previously, original Kickstart will

be restored.

By specifying * as kickfile BlizKick will use

the original ROM found on chip.

MODULE/M

You can expand and patch your KS ROM by

using " Modules ". From BlizKick 1.5 on it

has been possible to plant external

" modules " into ROM image. Multiple modules

are allowed. If you've installed BlizKick,

modules should reside on 'DEVS:Modules'

-drawer.

e.g. BlizKick DEVS:rom3.1 DEVS:Modules/ColourModule

As of version 1.10ß4 there can be a

environment variable called BKMODPATH which

holds path of BlizKick modules. If you

specify BKMODPATH as "DEVS:Modules/", you

can use BlizKick withput need to specify full

path for modules:

e.g. BlizKick DEVS:rom3.1 MoveVBR PrepareEmul

Installation automagically defines BKMODPATH

variable to "DEVS:Modules/".

EXTRESBUF/N

Insufficient free ROM space isn't a problem

anymore! With this keyword you can specify

amount of memory (in bytes) which is allocated

for the external "module" buffer. Now you can

plant any number of modules !

EXTRESBUF requires at least V36 ROM image!

See How to calculate EXTRESBUF amount .

NOTE: If you use this feature then this

kicked ROM can't be ripped with SaveROM or any

other similar program.

FORCE/S

If this switch is specified BlizKick will kick

this ROM image, even if it has same version

and revision number and checksum as in the

currently kicked ROM. This is switch is also

needed if you're about to use grabbed ROM that

has been previously used with BlizKick. This

switch comes in handy if you use scripts to

lauch different Kickstart versions. With FORCE

you can ensure that Kickstart really changes,

even if you've used BlizKick previously.

CAUTION!! DO NOT SPECIFY THIS SWITCH IF

YOU USE BLIZKICK IN S:STARTUP-SEQUENCE

OR YOU'LL GET INFINITE BOOT LOOP .

LOCALFAST/S

By using this switch you can have memory on

your Blizzard board used for RAD-disks and

reset-proof programs. If there's enough memory

provided you can have huge RAD-disk!

This also enables fast memory for exec.library

and supervisor stack. NOTE: ShowConfig

output gets a bit garbled .

QUICKBOOT/S

If this switch is specified BlizKick will

bypass flashy delay in Blizzard boards' boot.

NOTE: Bypassing can cause problems! My hard

disk doesn't boot when I use this feature!

Note also that this thing currently only

works on Pre-IV 1230 boards.

SPEEDROM/S

This feature will speed up ROM. It will

remove/disable some not so important parts of

the ROM to gain some speed.

HOGWAITBLIT/S

If you have an AGA chipset you use this switch

to patch graphics.library/WaitBlit() to turn

BLITHOG on during blit wait. This does almost

the same thing as FastWaitBlit by Dave Jones,

but is even faster .

HOGWAITBLIT requires V39 or better ROM image.

CPUCARD/S

Specify this if you use CPU Card. Should work

at least with CBM and Cyberstorm MKI cards.

Cyberstorm MKII, MKIII and PPC are detected

automatically so don't use this switch with

those.

QUIET/S

Guess what happens if you specify this switch?

There won't be any output at all! =o)

Under 1.x Kickstart you cannot use MODULE, FORCE, LOCALFAST, QUICKBOOT, SPEEDROM, HOGWAITBLIT or QUIET because the whole paramline is interpeted as KICKFILE name. Original Kickstart will be restored if you don't specify KICKFILE parameter. Also, you can't specify keyword KICKFILE in the argument line:

1.x BlizKick DEVS:rom image 3.1

2.04 + BlizKick KICKFILE "DEVS:rom image 3.1"

If you want to rekick for example Kickstart 1.3 then you need the ROM image itself (in devs:rom1.3 file in this example). Write in CLI/Shell:

1.Workbench> BlizKick DEVS:rom1.3

If everything worked ok system should boot up with KS 1.3.

If you want to start BlizKick automatically (you use never Kickstart than on your chip all the time, KS 3.1 on 3.0 machine, as in this example), you need to copy BlizKick executable into your C: -drawer (if not yet done) and insert the following line to the beginning of your s:startup-sequence file:

C:BlizKick DEVS:rom3.1 QUIET

Now, at the first system boot up the new ROM image will be kicked. Your machine will boot twice at power-up, but that isn't too disturbing, I think!

NOTE: You should install BlizKick before any reset-proof programs because BlizKick will trash execbase. If you install it after any other reset-proof program you might get infinite boot loop .

If multiple reset-proof patches are used you can have triple boot at power-up (Just a slow-down).

After rekicking system with BlizKick there is virtually nothing that can trash the new ROM (except accessing certain very high memory addresses). Of course, power-down will restore the original ROM.

NOTE: If you rekick older kickstart than originally used one, it may be impossible to use all hardware and/or peripherals of your system (e.g. If you originally use KS 3.x in your A1200 and rekick KS 1.3 you can't use your hard disk drives or PCMCIA slot. Direct banging of AGA hardware works, if someone is smart (?) enough to do it).

You can easily build cool system in which you can select kickstart by clicking cooresponding icon, you can use iconx program and scripts.

See usage of the SaveROM program.

ERROR CONDITIONS

RC (return code) is set:

OK (0)

BlizKick installed ok. You'll never see this,

though... :)

WARN (5)

BlizKick isn't needed. You're trying to kick

same ROM image as currently used.

ERROR (10)

Things went wrong. Couldn't get memory?

Couldn't access kickfile? Invalid ROM image?

You're trying to restore kickstart, but you

haven't used BlizKick to kick it previously?

Failed to plant module?

FAIL (20)

Something fatal happened! Dos didn't open? No

Blizzard turbo board or MAPROM jumper not

installed?

Some special error codes can be generated by BlizKick in addition to standard error codes (see your AmigaDOS Users's Guide for expanation of most common errors.)

Problems concerning module system begin with line: "Couldn't plant module 'xyzzy'!"

207: "object too large"

Module can't fit into ROM. Use EXTRESBUF, or if it's already in use increase the amount of allocated memory.

212: "object is not of required type"

Module file you specified is not valid.

118: "wrong number of arguments"

You have specified multiple occurences of module that can only be planted once.

EXAMPLES

C:BlizKick DEVS:rom40068

Now then... This line does nothing special, it only installs v40.68 ROM and reboots if it is not yet installed.

C:BlizKick

This commandline restores original ROM if it was previously kicked with BlizKick.

C:BlizKick DEVS:rom40068.A1200 EXTRESBUF=16384 LOCALFAST HOGWAITBLIT SPEEDROM MODULE NoClick FixMath404 FusionReserve SCSIDEV43 SpeedyIDE PatchMath020 ramlibstack QUIET

This is the first line in my s:startup-sequence. It uses v40.68 ROM Image (A1200), 16K EXTRES buffer, forces exec to fast, speeds up gfx WaitBlit, speeds up ROM, and uses NoClick, FixMath404, FusionReserve, SCSIDEV43, SpeedyIDE, Patch-Math020 and ramlibstack modules, disabling annoying drive clicking, fixing bug from V40.4 mathieeesingbas.library, allowing me to get rid of ShapeShifter's PrepareEmul (and Fusion's rsrvcold/warm), installing beta V43 scsi.device, speeding up scsi.device access, optimizing some math routines inside ROM and making ramlib stack 8k.

C:BlizKick DEVS:rom40068.A1200 EXTRESBUF=16384 LOCALFAST HOGWAITBLIT SPEEDROM MODULE NoClick FixMath404 PrepareEmul BBlank SCSIDEV43 SpeedyIDE RemCards QUIET

This was the first line in my s:startup-sequence when I had B1230-III. It uses v40.68 ROM Image (A1200), 16K EXTRES buffer, forces exec to fast, speeds up gfx WaitBlit, speeds up ROM, and uses NoClick, FixMath404, PrepareEmul, BBlank, SCSIDEV43, SpeedyIDE and RemCards modules, disabling annoying drive clicking, fixing bug from V40.4 mathieeesingbas.library, allowing me to get rid of ShapeShifter's PrepareEmul, enabling borderblanking already in bootmenu, installing beta V43 scsi.device, speeding scsi.device access and removing all PCMCIA stuff from system. Phew! Nice one, ehh? ;)

C:BlizKick DEVS:rom40068.A1200 EXTRESBUF=32768 LOCALFAST HOGWAITBLIT SPEEDROM MODULE NoClick FixMath404 PrepareEmul BBlank SoftSCSI SCSIDEV43 SpeedyIDE RemCards QUIET

If I'd have B1260, I'd probably use this commandline. SoftSCSI module "replaces" SCSI (ep)rom (27C256) of BLIZZARD 1230-IV, 1240-T/ERC or 1260, allowing use of latest SCSI driver beta ROM with SCSI-Kit.

C:BlizKick DEVS:rom40068.A1200 EXTRESBUF=512 LOCALFAST MODULE DEVS:Modules/FixMath404 QUIET

This line will only force exec to fast memory and fix bug from V40.4 mathieeesingbas.library.

C:BlizKick DEVS:rom37300

Anyone wants to test software on kick 2.05? ;) BTW: PCMCIA slot and hard drives work with ROM 37.300!!

C:BlizKick DEVS:rom34005

Will give you a handy pic... saying KS 1.3. Note: works on 060 machines too!

C:BlizKick * EXTRESBUF=256 LOCALFAST HOGWAITBLIT

This line will use the original ROM found in chip and use LOCALFAST and HOGWAITBLIT.

C:BlizKick * EXTRESBUF 256 LOCALFAST HOGWAITBLIT DEVS:Modules/MoveVBR

This line will use the original ROM found in chip and use LOCALFAST and HOGWAITBLIT, plus move VBR to fast memory.

1.28 Calculating EXTRESBUF amount

CALCULATING EXTRESBUF AMOUNT

EXTRESBUF argument of BlizKick can be used to increase free ROM space when external Modules are installed.

The value given for EXTRESBUF depends of selected modules and ROM Image version . In most cases 2048 bytes is sufficient.

To understand memory requirements of modules you should know that there are (currently) two types of them: "real" and "patch" modules. "real" modules need some space for themselves, but "patch" ones need not.

Here are approximated memory requirements for currently included modules:

A1000Jingle ~8 Kbytes

BBlank 82 bytes

BPPCFix 144 bytes

ChipSaver 270 bytes

Colour 240 bytes

FusionReserve 206 bytes

MoveVBR 154 bytes

NewAlert 628 bytes

Replace 338 bytes

RebootFix 386 bytes

SCSIDEV43 ~13 Kbytes

SpeedyChip 384 bytes

SoftSCSI 138 bytes + ~20Kbytes (A1234.ROM)

Test 264 bytes

Other modules included in BlizKick package are plain "patch" type, so they don't need any ROM space.

1.29 Plainting 'Modules'

PLANTING MODULES

There's some empty space in 512K ROM images. This space can be used for BlizKick's " modules ", allowing bug fixes, patches, speed-up kludges etc.

Size of the free space area varies between different Kickstart releases, here is some information:

Kickstart Empty space in bytes

37.175 2276 + 10216

37.300 132 + 24

39.106 404 + 100

40.68 84 ;-(

40.70 4800 + 4

Now you're no more limited by "empty space"! You can expand the module buffer by using EXTRESBUF feature!

1.30 About BlizKick 'Modules'

BLIZKICK MODULES

With BlizKick "Modules" you can expand the current Kickstart ROM.

There are currently twenty-four example modules included, but I expect you to code more...

See module programming examples .

P.S. If someone is in need for some features in BlizKick they can (mostly) be easily implemented with external modules. I suppose Aminet will be full of PD/Freeware BlizKick modules soon... ;-) I made this possible because I can and will not change BlizKick constantly...

So if you think something essential is missing, look Aminet first, then ask your programming skilled friend to do it, and finally, if nothing else helps: contact me .

INCLUDED BLIZKICK MODULES

A1000Jingle playing A1000 boottune.

BBlank turns on borderblank, even in bootmenu.

BPPCFix subtitutes BPPCFix 1.2 by by Frank Wille <frank@phoenix.owl.de>.

ChipSaver is *the ultimate* ripping aid! When installed this module will copy *whole* chip memory to fastmem if right mouse button is pressed while booting thus enabling to rip any music module. This module creates so-called $100 -buffer which can be used with most advanced module rippers (ExoticRipper for example). Included tool, Free100buf, can be used to free this buffer if you want to get rid of it. For technical reasons you should have at least four (4) megabytes of memory installed on your BLIZZARD turbo board (hackish code inside TM). This shouldn't be a problem nowadays though... :) Note also that reset surviving programs (RAD etc.) should not be used when using ChipSaver.

Colour displays some dull colour bars on screen. Useless really.

FixMath404 fixes two bugs in V40.4 mathieeesingbas.library (IEEESPMul() and IEEESPDiv()).

FusionReserve substitutes FUSION's RsrvCold tool (Also Mac1200).

hackdisk replaces trackdisk.device with faster and more reliable code. Useless if want to use v6/v7 CrossDos .

Magia is a funny example on how to replace strings in rom (Amiga -> Magia). Useless really.

MoveVBR moves low level interrupt vector table to fastmem.

NewAlert is improved alert.hook, displaying task/process name.

NoClick turns off drive clicking. Supports hackdisk module.

PatchMath020 optimizes C-compiler math routines.

PrepareEmul substitutes ShapeShifter's PrepareEmul tool.

ramlibstack fixes ramlib stack to 8k instead of original 2k. Substitutes MCPRamlibPatch.

RebootFix module fixes reboot problems with A1200 and 060 (at least BLIZZARD 1260) when display is in multisync mode. This module is hacky so please don't use it unless you really need it.

RemCards patch disables all PCMCIA stuff from system, thus freeing some memory and system resources.

Replace is a example on how to replace existing rom parts. Useless really (just an programming exaple).

SCSIDEV43 patches Kickstart 3.0 or newer to use beta V43 scsi.device. No more 4GB drive limit ! Note that you need V43 scsi.device in DEVS:scsi43.device -file. The beta scsi.device can be obtained from SCSI_IDE43_nn developer package, "a300.ld_strip" is to be used with A1200, "a1000.ld_strip" with A4000[T] IDE, "a4000t.ld_strip" with A4000T SCSI and "scsidisk.ld_strip" with A3000[T]. You must move correct file (according to your system configuration) to DEVS:scsi43.device -file.

SoftSCSI replaces the SCSI ROM of BLIZZARD 1230-IV, 1240-T/ERC or 1260 via software. Requires A1234.ROM file in DEVS:Modules directory! Substitutes SoftSCSI program by Gideon Zenz.

SpeedyChip module patches 060 MMU lists improving chip memory write speed! 68060 only.

SpeedyIDE patch speeds up IDE-devices accessed with scsi.device upto 20%!

Test is a simple example on how to add a library to rom. Useless really (just an programming exaple).

WaitIDE patches Kickstart 3.0 or newer to wait all IDE devices (even those slowly spinning-up ones!).

See How to calculate EXTRESBUF amount .

1.31   SCSIDEV43 -- Get beyond 4GB limit!

NOTES ABOUT >4GB DEVICES

SCSIDEV43 module can be used to kick Kickstart ROM to use 64bit V43 scsi.device which supports over-4GB drives. There are some caveats though:

1. You must also use V43 FFS in RDB to make use of V43 scsi.device. Without this new filesystem over-4GB cannot be accessed correctly (new FastFileSystem can be obtained from FFS43_nn developer package).

2. Because BlizKick is loaded from disk, the partition on which BlizKick and related files are located should not exceed 4GB size. It might work, but probably not. You should not use over-4GB drives as boot disks, that is. The sefest way would be to mount such partitions manually in DEVS:DosDrivers/ or in S:startup-sequence. You might also want to use DirectSCSI version of AFS instead :).

1.32   BlizKick Module Names (in Aminet)

MODULE NAMING CONVENTIONS

Q: What should I call my module?

A: Name should tell what the module does or be otherwise descriptive. For example: I've used such names as PrepareEmul and SoftSCSI when my module replaces these programs. I also think that 'NoClick' and 'hackdisk' are kind of descriptive names. Hint: Think about module name before uploading... Could it be even better?

Q: So now I have created my own module... Where and with what name should I put it into Aminet then?

A: The first BlizKick module pioneer Christian Sauer <sauer@cip.informatik.uni-wuerzburg.de> created the standard... ;) So I'll advice you to do it in same way:

1. Name the lha packaga as BK_<modulename>.lha.

2. Put your lha package to util/boot directory in Aminet. (Type: util/boot)

EXAMPLE (util/boot/BK_FooHelloWorld.lha)

Short: BlizKick-Module: Says "hello world" while booting

Author: foojack@inter.net (Jack the Coder)

Uploader: foojack@inter.net (Jack the Coder)

Type: util/boot

FooHelloWorld is a module for BlizKick by Harry Sintonen. It says

"Hello World" while system is booting... etc... blahblah...

1.33 Programming modules

PROGRAMMING MODULES

Programming BlizKick modules is relatively easy. If you've ever written ResidentTag or a library/device you should be able to code a module.

Currently there are two different forms of BlizKick modules: "real" modules and patch modules.

There are numerous example sources included (source codes for all included modules in fact:):

file type description

A1000Jingle.ASM m Plays A1000 bootjingle

BBlank.ASM m Turn on border blanking

BPPCFix.ASM m Disables BPPC ppc.library

ChipSaver.ASM p Copy chip to fastmem if RMB

Colour.ASM m Colour-bars on screen

FixMath404.ASM p Fixes mathieeesingbas.library 40.4

FusionReserve.ASM p Substitutes RsrvCold

hackdisk.ASM p Makes hackdisk.dev resident

Magia.ASM p Changes ROM strings :)

MoveVBR.ASM m Moves VBR to fastmem

NewAlert.ASM m Improved alert.hook

NoClick.ASM p Turns off drive clicking

PatchMath020.ASM p 020+ Optimizes ROM image

PrepareEmul.ASM p Moves chipmem start to $2000

ramlibstack.ASM p Fix ramlib stack to 8k

RebootFix.ASM m Fix A1200/060 reboot

RemCards.ASM p Removes PCMCIA stuff

Replace.ASM m Replaces OS "alert.hook"

SCSIDEV43.ASM p Kick V43 beta scsi.device

SoftSCSI.ASM m Installs SCSI ROM kicktag

SpeedyChip.ASM m Speed up 060 chipmem writes

SpeedyIDE.ASM p Speed up IDE upto 20%

Test.ASM m "testmodule.library"

WaitIDE.ASM p Wait IDE spin-up

You should also peek blizkickmodule.i.

If you're about to release your BlizKick module in Aminet, see module naming conventions .

You can, of course, distribute your modules and patches in any form you like [#?ware (or *ware if you're UN*X fan :-)].

1.34 Blitter BLITHOG mode

BLITHOG MODE

The BLITHOG ("blitter-nasty") bit controls the blitter DMA priority (over CPU micro). If BLITHOG is on it'll prevent CPU from stealing any bus cycles while blitter DMA is running.

Normally BLITHOG is off.

1.35 Graphics Benchmarks

GRAPHICS BENCHMARKS

Hardware: Amiga 1200, BLIZZARD 1230-III, 16MB 60ns SIMM,

Kickstart 3.1 (V40.68)

Software: SetPatch 43.5, AIBB 6.5

ROM - MAPROM off

MROM - MAPROM on

FWB - FastWaitBlit 2.12 , MAPROM on

BHOG - BLITHOG and MAPROM on

HWB - BlizKick HOGWAITBLIT , MAPROM on

ROM MROM FWB BHOG HWB

WritePixel 7345 10674 10552 10776 10674

EllipseTest 7.96 6.77 6.83 6.83 6.70

TGTest 1420 1680 1678 1698 1729

LineTest 1385 1431 1431 1432 1445

WritePixel - Pixels/Second

EllipseTest - Seconds

TGTest - Characters/Second

LineTest - Lines/Second

As we can see BlizKick's HOGWAITBLIT gives the best results. HOGWAITBLIT is faster than FastWaitBlit because BlizKick automagically ;-) patches also Kickstart ROM's internal calls to WaitBlit().

HOGWAITBLIT is average 1.64 % faster than ROM code (MAPROM on).

HOGWAITBLIT is average 1.78 % faster than FastWaitBlit 2.12 .

NOTES:

a) MAPROM off results are with KS 3.0 and 8MB 70ns SIMM.

1.36   FastWaitBlit program

FASTWAITBLIT

FastWaitBlit 2.12, GiftWare, Aminet

Author: Dave Jones <DJones@CardiffCyberCafe.Co.Uk>

FastWaitBlit program turns BLITHOG on while system is waiting for blit to finish. This will speed up graphics, at the cost of CPU performance.

1.37   How do I use SaveROM?

USAGE

SameROM's usage is

SaveROM <KICKFILE>

<KICKFILE>

Here you specify full path for the ROM image

to save. You can't quate the filename, even

if it contains spaces!

e.g. SaveROM DEVS:rom image 1.3

SaveROM functions identically in all Kickstart versions: The whole paramline is interpeted as KICKFILE name.

RC (return code) is set:

OK (0)

SaveROM succeeded.

ERROR (10)

Couldn't create or write kickfile! Destination

file is removed.

FAIL (20)

Something fatal happened! Dos didn't open?

Here is a detailed example of the SaveROM use: Get Kickstart 1.3 ROM .

1.38   Infinite boot loop

BOOT LOOP

If you don't install BlizKick as your first reset-proof program you might get infinite boot loop. This happens because BlizKick trashes execbase and therefore any reset-proof programs run before BlizKick will get flushed from memory. If you experience such a problem just press both mouse buttons while your Amiga is booting and you'll get to bootmenu. Then select 'Boot without Startup-sequence' -button. Now you must edit your s:startup-sequence file: move BlizKick as your first reset-proof program or if BlizKick refuses to work properly, remove it completely (and report the problem to me).

If you use FORCE switch in your startup-sequence, you will get infinite boot loop, so don't use it there!

1.39   Copyrights

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1.40   SaveROM example: Get Kickstart 1.3 ROM

GET KICKSTART 1.3 ROM IMAGE

To get Kickstart 1.3 ROM, you need, of course, Amiga with Kickstart 1.3 (old A500 from your closet!) and my program called SaveROM or similar. Here are the detailed instructions:

I assume here, that you own an AMIGA 500 (KS 1.3) and an AMIGA 1200 (KS 3.x) and that you've already installed BlizKick package.

1. Format and install 1.3 disk. This can be done with commands:

1.Workbench> Format DRIVE DF0: Name FooBar OFS

...

1.Workbench> Install FooBar:

2. Copy SaveROM program to the disk:

1.Workbench> Copy C:SaveROM FooBar:

3. Boot your Kickstart 1.3 Amiga (A500) with this disk.

4. Write in CLI:

1.> SaveROM rom1.3

5. Now, copy the rom1.3 kickfile from the disk into your better (A1200) machine's Devs: -drawer:

1.Workbench> Copy FooBar:rom1.3 DEVS:

Now this kickfile can be used with BlizKick program.

1.41   About bug-reports

ABOUT BUG-REPORTS

When sending in bug reports, please state exactly under what circumstances the bug occurred, what equipment was used and what happened. If possible also try to give me enough information to reproduce the bug. Dumps produced by common debugging tools are welcome. It is very difficult to find bugs when you don't know exactly what happened.

You are strongly encouriged to use included bug-report -form to report bugs.

1.42   Form for sending bug reports

BUG-REPORT

I HAVE FOUND BUG(S) FROM BlizKick. I HAVE VERSION _____.

NAME:_____

ADDRESS:_____

_____

_____

ELECTRONIC ADDRESSES:

(if any, ie. Internet Email, FidoNet Netmail etc.)

_____

MACHINE CONFIGURATION:

(ie. 500, 600, 1000, 1200, 1400, 1500, 2000, 2500, 3000, 4000, accelerator...)

_____

_____

DETAILED DESCRIPTION OF BUG (ENVIRONMENT, ANY DEBUGGING INFORMATION RECEIVED FROM YOUR FAVORITE DEBUGGING TOOLS (Enforcer etc.), WHAT YOU WERE DOING WHEN BUG OCCURED OR SIMILAR STUFF:

_____

_____

_____

_____

_____

_____

_____

_____

_____ _____

(Date) (Signature)

1.43   History

PROGRAM HISTORY

==== Version 1.18 == May 10th, 1999 ====================

- 15th Aminet release.

- PUBLIC SOURCE CODE RELEASE !

- Added BPPCFix module for WarpOS lowers. I personally

like PowerUP better but lots of ppl asked this.

==== Version 1.17 == Jan 24th, 1999 ====================

- 14th Aminet release.

- PUBLIC SOURCE CODE RELEASE !

- EXTRES buffer was overwritten by blizzppc/csppc kernel,

now allocates 1mb extra memory to ensure this will

never happen again. This probably was the cause for

reboot loops with some PPC systems.

- Special hellos to Frank Eiche: Thanks for the letter :)

==== Version 1.16 === Nov 3rd, 1998 ====================

- 13th Aminet release.

- PUBLIC SOURCE CODE RELEASE !

- Removed rom checksum disable from SPEEDROM, as it was a

bit too dangerous.

- Added ramlibstack module.

- Again tried to fix CS MK II support. Maybe I get it

right some day. =) Ta again ChaoZer.

- Fixed some stuff in places. I hope I didn't break

anything. =)

- Fixed guide a bit.

==== Version 1.15 === Oct 9th, 1998 ====================

- 12th Aminet release. (well I did upload this version,

apparently they lost it)

- PUBLIC SOURCE CODE RELEASE !

- Fixed memory node area for CS MK II, it could work now.

- Fixed guide about Blizzard PPC , read it.

- Fixed installation script.

==== Version 1.14 === Oct 6th, 1998 ====================

- 11th Aminet release.

- PUBLIC SOURCE CODE RELEASE !

- Major flaw, I accidently didn't remove the nonfuntional

ffs62 module in 1.13. WARNING: DO NOT USE FFS62 MODULE!

- Fixed support for KS 1.1NTSC and 1.1PAL. Should work at

least in theory. :)

==== Version 1.13 === Oct 4th, 1998 ====================

- 10th Aminet release. Finally.

- PUBLIC SOURCE CODE RELEASE !

- Fixed BlizzPPC bug. It was due wrong priority in

_localfast_module... sigh.

- FusionReverve module has been working all the time, just

get FixPATCHMAC.lha from aminet and use it. Ouch.

- CS MK I, II and other CPU card support is probably

still broken. Sorry.

- Special greeting to laire: Thank you for the superior

PowerUP system software. =)

==== Version 1.13ß1 July 17th, 1998 ====================

- PUBLIC SOURCE CODE RELEASE !

- Fixed bug in CS MK II support. Maybe it finally works.

- Improved BlizKick_install script a bit.

- Added NewIcons for BlizKick.guide and Free100buf.

- VERY mucho thanks go to duet / #AmigaFIN for verifying

Blizzard PPC support.

- Apparently there are some problems with 1240 and

SCSI-Kit (memory on both board itself and SCSI-Kit). If

someone has ideas how to fix this problem please tell

me .

==== Version 1.12ß9 July 8th, 1998 ====================

- PUBLIC SOURCE CODE RELEASE !

- Due to (kindof) huge public demand I finally added

support for Blizzard PPC cards. Thanks for all who

mailed and msg'd me about it. Special thanks go to

Zer0-X / #AmigaFIN for providing me bliz ppc rom at

Motorola Inside 98 (that party ruled;), [Kiste] /

#amiga, Spin / #AmigaFIN, FoZZ / #AmigaSWE and JohanE /

#AmigaSWE for testing bliz ppc MAPROM. Also thanks and

hellos to LloydROSN / #amycoders for kindly compiling

some blizppc stuff. Also hellos to laire / #amiga -

and sorry for asking all those stupid questions ;)

Big thanks to Cithara / #AmigaFIN and manatee / #amiga

for digging up nicks from logs when that bloody WinNT

(boo!) bluescreened;) without their help credits

wouldn't have been far as complete as they're now...

- I've been told that CPU Card / CS MK I / CS MK II

support doesn't work. Those will be fixed when someone

just finds out what's wrong with them.

- However, I did fix a little bug from CS MK II code, so

CS MK II might work now.

- Forgot to mention in previous beta that there is a

(experimental, non-functional) beta-version of GUI

included (BKGUI, BKGUI.e). If you manage to improve/

finish it just drop me a line.

==== Version 1.12ß8 May 13th, 1998 ====================

- PUBLIC SOURCE CODE RELEASE !

- Due the fact that I haven't been able to work on

BlizKick for ages now, I decided to release the source

code for public. You can consider the source code PD,

though I would really appreciate if you would credit me

for the hard work I've done in these years. The idea is

that someone would continue development of BlizKick and

add features I haven't been able to implement:

BlizzardPPC support, some sort of GUI (simple AmigaE

GUI is included), IDEFix97 support, OxyPatcher support,

Installer script etc. Anyways, have fun with it!

- BTW I'm not quitting Amiga ;)

==== Version 1.12ß7 Dec 16th, 1997 ====================

- BETA RELEASE !

- Rewrote board detection to be more clean & robust. Now

adding new boards is a lot easier.

- Fixed some stupid bugs... Now works at least with CS

PPC (tested) and CS MK III. (Thanks Duken!)

- Fixed some Lock bugs.

==== Version 1.12ß6 = Dec 9th, 1997 ====================

- BETA RELEASE !

- Oh shit. Wrote nice CPU Card support to BlizKick 1.12ß1

but forgot to enable it... hmmm ;)

- Now should work with at least following CPU Cards:

CBM A4000 CPU Cards, Cyberstorm MKI, Cyberstorm MKIII

and Cyberstorm PPC.

==== Version 1.12ß5 = Dec 3rd, 1997 ====================

- BETA RELEASE !

- PatchMath020 now patches routines whose replacement

routines don't use 64bit mul/div on 68060.

- Fixed stupid movem bug from SpeedyChip module.

- Tried another (simpler) approach in RebootFix.

- FusionReserve _still_ refuses to work.

==== Version 1.12ß4 Nov 28th, 1997 ====================

- BETA RELEASE !

- I'm not dead, just busy/lazy. ;)

- Fixed this guide a bit. (Hi Max)

- Fixed little bug in ROM image validation test.

- Fixed FusionReserve module, it wasn't doing

"Fusion-magic" if vbr was moved _before_ FusionReserve
module. :-I

- Added two modules: RebootFix to fix problems with A1200
and 060 (at least with BLIZZARD 1260) reboot when
display is in multisync mode, and SpeedyChip module
patching 060 MMU lists for improved chip memory write
speed.

==== Version 1.12ß3 Aug 22th, 1997 ====================

- BETA RELEASE !

- Now KS 1.x are only patched if they're original
versions. This should prevent some problems with
patched 1.x ROM images.

==== Version 1.12ß2 Aug 15th, 1997 ====================

- BETA RELEASE !

- SCSIDEV43 module tested with scsi.device V43.18

- Modified CPU Card support to work after SetPatch too.

- Hopefully fixed FusionReserve module. Note that it
should also work with Mac1200 emulator.

- Added two new modules: A1000Jingle (Try it out! ;) and
PatchMath020 (Optimizes C-compiler math routines).

==== Version 1.12ß1 Aug 14th, 1997 ====================

- BETA RELEASE !

- After over month of lazyness (blame it on IRC:) added
support for (A4000?) CPU Cards! Should work at least
with CBM and Cyberstorm cards. See CPUCARD switch.

- New module: FusionReserve substituting RsrvCold of
FUSION MAC emulator.

==== Version 1.11 === Jul 4th, 1997 ====================

- 9th Aminet release.

- RemCards module causes some troubles with CD-ROM
devices. Added this information.

==== Version 1.11ß4 = Jun 5th, 1997 ====================

- BETA RELEASE !

- Fiddled with this guide a bit.

- It seems as SpeedyIDE could cause some errors on
specific hard drives/setups. It has now been
successfully tested on 1230, 1240 and 1260 BLIZZARD
boards. Only one beta tester has reported problems, but
his problems could have been caused by some other

software interfering with SpeedyIDE. Be careful with

SpeedyIDE though! BTW: I've never had any problems on

my machine... :)

- Found out that V43.17 scsi.device is broken: it doesn't

recognize any IDE devices. Ouch! (thanks again Max)

- Improved WaitIDE module.

- Improved SCSIDEV43 module to disable beta message of

scsi.device.

==== Version 1.11ß3 May 28th, 1997 ====================

- BETA RELEASE !

- Fixed MAPROM jumper OFF detection, it had been broken

since v1.9...

- SpeedyIDE module may cause problems on some machines...

:(It should be used on A1200 only. It seems to work at

least with 1230 and 1240 boards.

- Added SCSIDEV43 module; kick V43 beta scsi.device!!

(Tested with scsi.device 43.11)

==== Version 1.11ß2 May 26th, 1997 ====================

- BETA RELEASE !

- Fixed this guide a bit.

- Added Free100buf program (used with ChipSaver module).

Funny icon for Free100buf drawn by Max Romanoff

<hurtman@usa.net>. Thanks a lot for icon, numerous

suggestions (ChipSaver, RemCards, SpeedyIDE, WaitIDE)

and extensive betatesting !

==== Version 1.11ß1 May 24th, 1997 ====================

- BETA RELEASE !

- Added information about Kickstart 2.04 (37.175).

- Added four new modules: ChipSaver, RemCards, SpeedyIDE

and WaitIDE.

- Now EXTRESBUF is put into fast memory!!

==== Version 1.10 === May 4th, 1997 ====================

- Eighth Aminet release.

==== Version 1.10ß7 Apr 21st, 1997 ====================

- BETA RELEASE !

- Fixed reset code to disable caches. Previously caches

were only flushed.

==== Version 1.10ß6 Apr 11th, 1997 ====================

- BETA RELEASE !

- Added BBlank module by Jens Lorenz.

- Added some detailed information about included modules

==== Version 1.10ß5 = Apr 2nd, 1997 ====================

- BETA RELEASE !

- NoClick supports hackdisk.device now.

- Improved HOGWAITBLIT. Requires V39+ ROM now.

- Added NewAlert module by Jens Lorenz.

==== Version 1.10ß4 Mar 22nd, 1997 ====================

- BETA RELEASE ! 2nd on the *same* day! phew...

- Added BKMODPATH environment variable. Now you can set

BKMODPATH to DEVS:Modules/ (or whatever) and BlizKick

knows to load modules from there. Now you can specify

MODULE PrepareEmul MoveVBR SoftSCSI

==== Version 1.10ß3 Mar 22nd, 1997 ====================

- BETA RELEASE !

- Added QUIET switch

- Removed enforcer hit from AspectFont (hi Walter! ;)

- Now 256K ROM map two times (at $F80000 & $FC0000)

- Fixed PrepareEmul module to work with KS 37.300

- Got KS 33.180 ROM function! (There was a bug in ranger

($C00000) memory test and in expansion.library)

- Fixed manual in places

==== Version 1.10ß2 Mar 21st, 1997 ====================

- BETA RELEASE !

- Now automagically patches 34.5 ROM.

- Fixed bug when EXTRESBUF was and LOCALFAST was *not*

specified. Supervisor stack could have trashed

EXTRESBUF area!

- Hopefully fixed some 040/060 MMU code

==== Version 1.10ß1 Mar 13th, 1997 ====================

- BETA RELEASE !

- Implemented pseudo kickfile *

- Hopefully fixed 040/060 MMU bug (wasn't able to start

after SetPatch)

- Updated menual a bit

==== Version 1.9 === Mar 10th, 1997 ====================

- Seventh Aminet release.

- Now BlizKick accepts same kickstart file as in ROM chip

again (as in ß5 and backwards). The fun part is that

BlizKick should have rejected such kickstart files. I

"fixed" this for ß6... :) I apologise the unconvience

caused.

- Fixed bug in PrepareEmul module: It didn't cope with

A1200 rom (it has chipmem start always at $3000).

==== Version 1.9ß8 = Feb 27th, 1997 =====================

- BETA RELEASE !

- Fixed terrible bug from reset code! Thanks to Flemming

Steffensen for reporting these autoconfig problems...

=o)

```
lea $01000004,a0

sub.l (-$14-4,a0),a0

move.l (a0),a0 ; Sometimes this code skipped reset

subq.l #2,a0 ; instruction!! DevPac produces zero

CNOP 0,4 ; word instead of $4E71. Quite stupid

reset ; bug actually... but hard to trace!

jmp (a0)

; Executing reset instruction only once will cause

; some expansion devices not to autoconfig properly.
```

==== Version 1.9ß7 = Feb 26th, 1997 =====================

- BETA RELEASE !

- Now LOCALFAST relocates memheaders to fast memory,

thus speeding AllocMem() etc.

- Improved manual.

==== Version 1.9ß6 = Feb 25th, 1997 =====================

- BETA RELEASE !

- Found out that EXTRESBUF works on 1260. Hi Jani T! =o)

- Fixed one minor bug from main program.

- SoftSCSI didn't work. It should work now.

- Improved this guide file.

- Maybe I finally can release v1.9 in Aminet... ;)

==== Version 1.9ß5 = Feb 13th, 1997 =====================

- BETA RELEASE !

- Fixed EXTRESBUF. Now it requires at least V36 ROM image

to work, but should work on xx40/xx60!

- Now BlizKick.guide font is automagically adjusted

depending on screen aspect ratio while install script
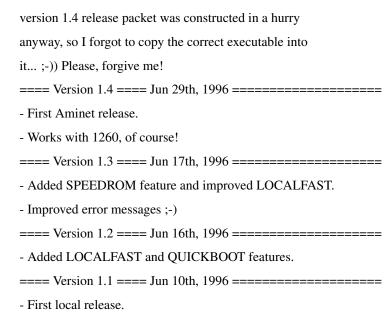
is run. (2:1 -> ruby.font, 1:1 -> system default font)

==== Version 1.9ß4 == Feb 4th, 1997 =====================

- BETA RELEASE !

- Added SoftSCSI module.

- Beta-testers have reported some problems with EXTRESBUF

on 1240, 1260, 2040-ERC and 2060. Aminet release

delayed. :(

==== Version 1.9ß3 = Jan 29th, 1997 ====================

- BETA RELEASE !

- Support for 1240-T/ERC, 2040-ERC and 2060 boards.

- Some bugs fixed.

==== Version 1.9ß2 = Jan 14th, 1997 ====================

- BETA RELEASE !

- Fixed BLIZZARD 2060 code. Used rte to exit subroutine.

Didn't work! Wonder why... :P Now B2060 code could

work... :)

==== Version 1.9ß1 == Dec 3rd, 1996 ====================

- BETA RELEASE !

- Fixed BLIZZARD 2060 code.

- Fixed bug in EXTRESBUF (Occured with V40.60 ROM).

- Fixed negative return code bug. Stupid.

- Added ROM address validity test.

- Updated the documentation.

==== Version 1.8 === Nov 19th, 1996 ====================

- Sixth Aminet release.

- Added XPK support for KICKFILE.

- Fixed long standed bug from install_script.

- Updated the documentation.

==== Version 1.7 ==== Nov 5th, 1996 ====================

- Fifth Aminet release.

- Fixed stupid bug in 68040/68060 MMU test code...

- Now really gracefully exits if no Blizzard board is

present. This thing was too hard to test! ;)

- Added hackdisk.device patch module.

==== Version 1.6 ==== Oct 1st, 1996 ====================

- Fourth Aminet release.

- Updated the documentation.

- Improved 68040/68060 cache flushing code

- Added two patch modules: "FixMath404" and

"NoClick". These two are really useful ones,

esp. NoClick... just try it!

==== Version 1.6ß4 = Sep 19th, 1996 ====================

- BETA RELEASE -- DO NOT REDISTRIBUTE !

- Now BlizKick can be run even if Enforcer, VMM,

GigaMem or similar program is started first.

- Updated the documentation.

==== Version 1.6ß3 = Sep 16th, 1996 ====================

- BETA RELEASE -- DO NOT REDISTRIBUTE !

- Fixed KS 2.x EXTRESBUF

- Fixed not to allocate MEMF_KICK memory on 2.x systems

- Now can be run after SetPatch on 1260 systems

==== Version 1.6ß2 = Sep 12th, 1996 ====================

- Sep 11th BETA release didn't work! :(Sorry folks!

(It was a really stupid mistake indeed!!)

- Some bugs fixed.

- Added EXTRESBUF feature.

- Added external patches (kind of "module").

- Improved "module" -system. (BKMB_ExtResBuf flag)

- Didn't work with all 1230-IV and 1260 memory

configurations. FIXED.

- Fixed BlizKick to need FORCE only if same KS was

kicked with BlizKick previously (no more: "...used

previously", as it was before)

- Added PrepareEmul and MoveVBR modules.

- Didn't always work with SCSI-Kit. FIXED?

==== Version 1.5b === Jul 6th, 1996 ====================

- Third Aminet release.

- Some fixes to documentation.

==== Version 1.5 ==== Jul 5th, 1996 ====================

- Second Aminet release.

- Several bugs fixed.

- Added original Kickstart restoration.

- Improved error messages.

- Improved MAPROM test.

- Improved CacheClear routine.

- Added HOGWAITBLIT feature.

- Added SetPatch (680x0.library) test.

- Added MODULE feature.

- Documentation improved.

- Release 1.4 had wrong executable included. Well,

version 1.4 release packet was constructed in a hurry

anyway, so I forgot to copy the correct executable into

it... ;-)) Please, forgive me!

==== Version 1.4 ==== Jun 29th, 1996 ===================

- First Aminet release.

- Works with 1260, of course!

==== Version 1.3 ==== Jun 17th, 1996 ===================

- Added SPEEDROM feature and improved LOCALFAST.

- Improved error messages ;-)

==== Version 1.2 ==== Jun 16th, 1996 ===================

- Added LOCALFAST and QUICKBOOT features.

==== Version 1.1 ==== Jun 10th, 1996 ===================

- First local release.

1.44   License

LICENSE

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