

WHDLoad Installation Demo

My System

For these instructions I'm working from a fresh install of OS 3.1, installed in Amiga Forever (WinUAE) with the Amiga Forever 2018 3.1 Kickstart rom and Amiga Forever 2018 workbench 3.1 installation disks. The machine settings are set to emulate and Amiga 3000.

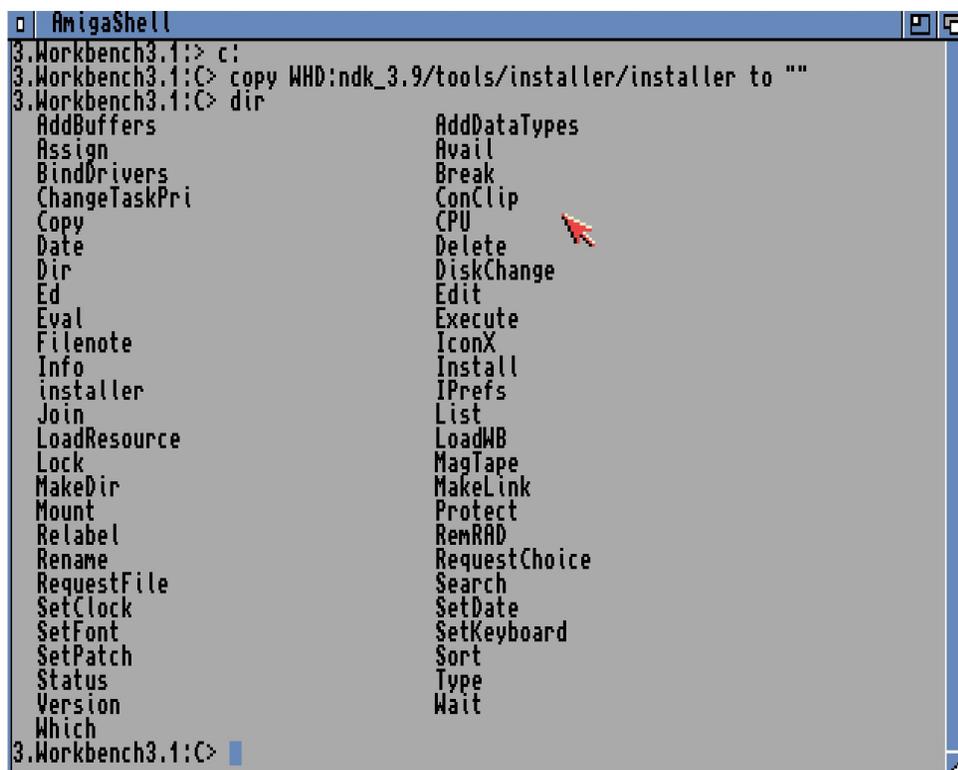
To make the installation easy, I created a WHD hard disk volume with all the software that needs to be installed and added it to my emulated system. You will need to create disks or find some way to get the required software to your classic system.

Installer

Installer is a scripting language developed by Commodore International for AmigaOS, first released for version 2.1 in 1992. Working from a fresh install of OS 3.1 I found that the "installer" program is not installed by default. I found a copy on aminet (http://aminet.net/package/util/misc/Installer-43_3) but there is a newer version that comes installed by default in OS 3.5 (<http://www.haage-partner.de/download/AmigaOS/NDK3.9.lha>.)

Install the newer version of Installer:

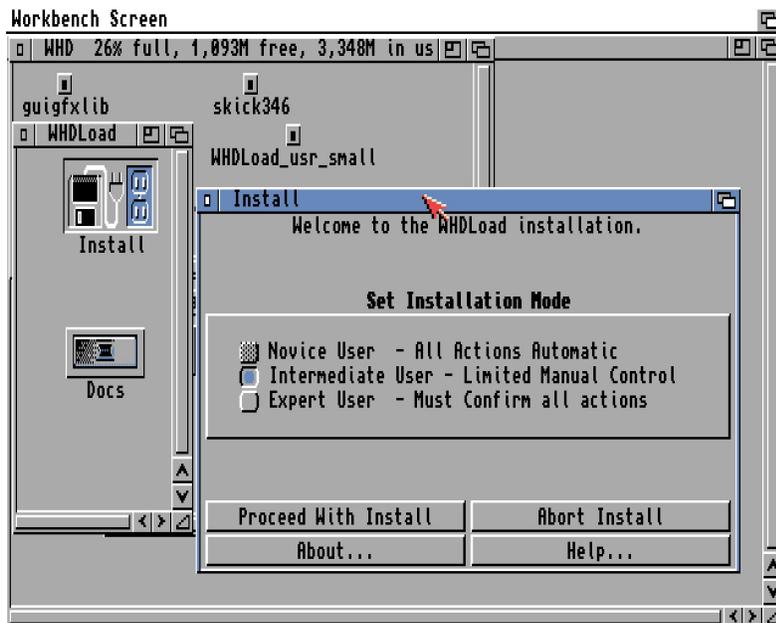
- Install "Installer" from our WHD drive
- Open CLI and cd C:
- Copy whd:ndk_3.9/tools/installer/installer to ""



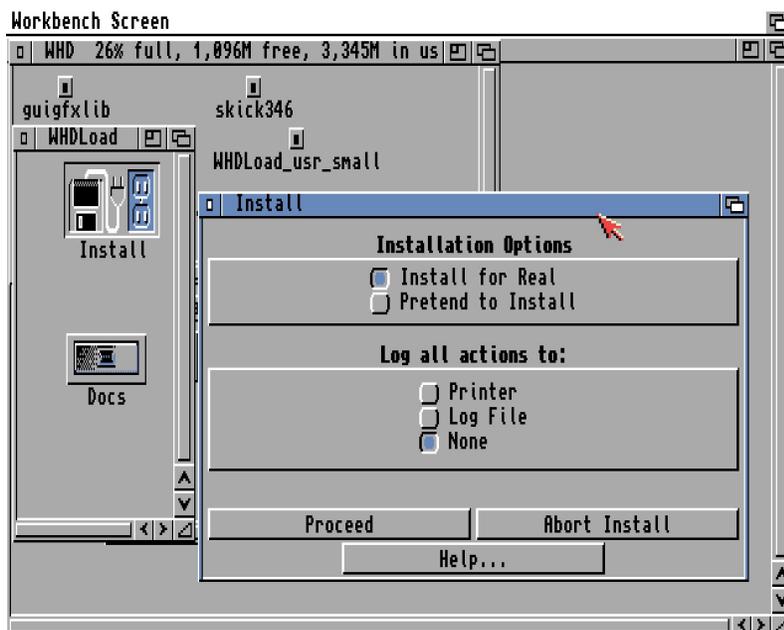
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AmigaShell
3.Workbench3.1:> c:
3.Workbench3.1:C> copy WHD:ndk_3.9/tools/installer/installer to ""
3.Workbench3.1:C> dir
AddBuffers          AddDataTypes
Assign              Avail
BindDrivers         Break
ChangeTaskPri      ConClip
Copy               CPU
Date              Delete
Dir               DiskChange
Ed                Edit
Eval              Execute
Filenote          IconX
Info              Install
installer         IPrefs
Join              List
LoadResource      LoadWB
Lock              MagTape
MakeDir           MakeLink
Mount             Protect
Relabel           RemRAD
Rename            RequestChoice
RequestFile       Search
SetClock          SetDate
SetFont           SetKeyboard
SetPatch          Sort
Status            Type
Version           Wait
Which
3.Workbench3.1:C>
```

Install WHDLoad

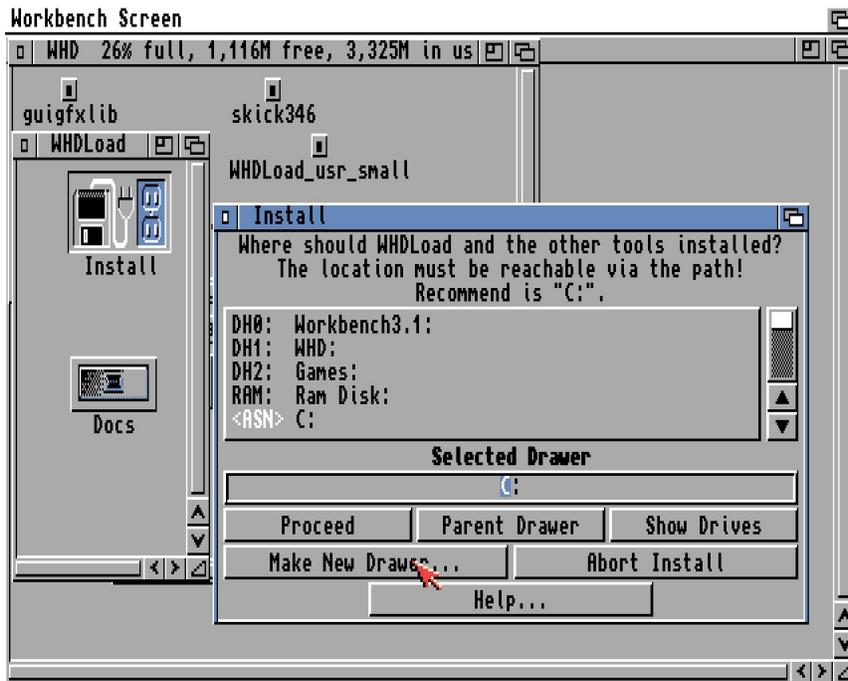
- Download the WHDLoad software from <http://whdload.de/>. I'm using the WHDLoad_usr_small.lha package. If you want to develop packages you will need the "dev" version.
- Run the WHD installation script (which needs "installer" that we just installed to function)
- Take the "Intermediate User" installation option
- Proceed with install



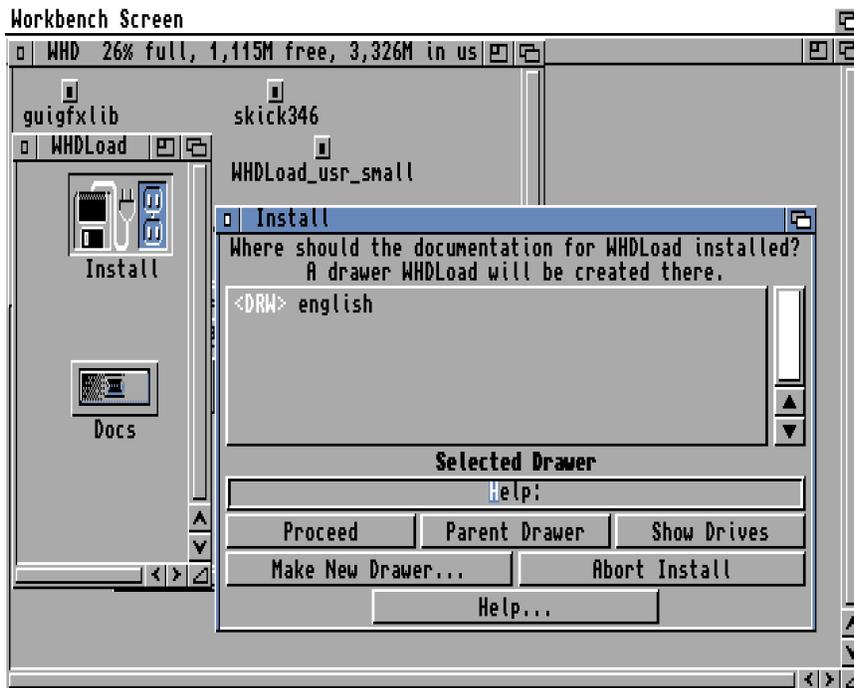
Accept defaults and click Proceed.



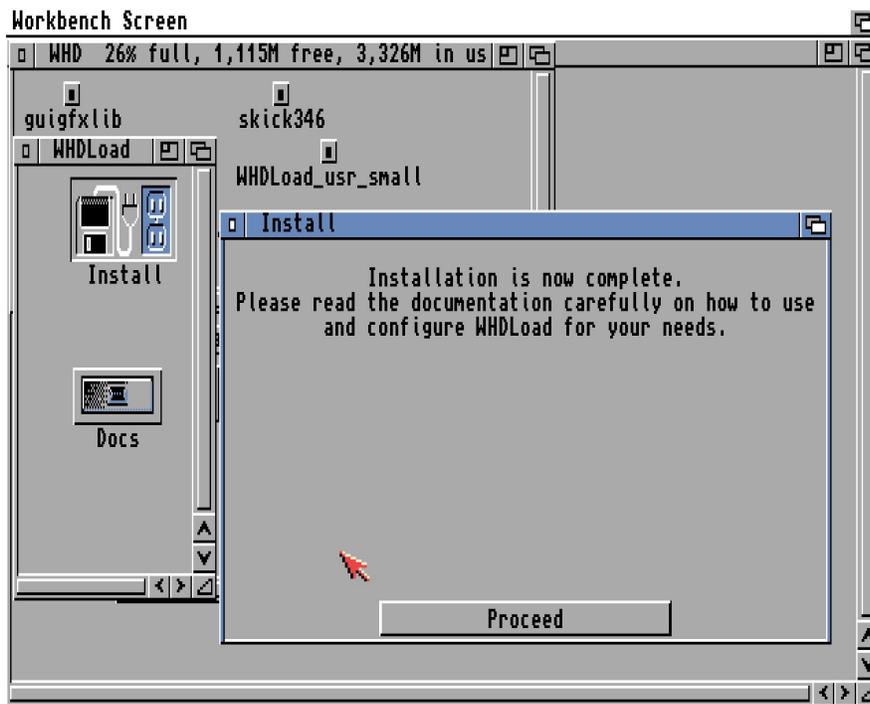
Accept defaults and click Proceed.



Accept defaults and click Proceed.



Click Proceed to finish the installation



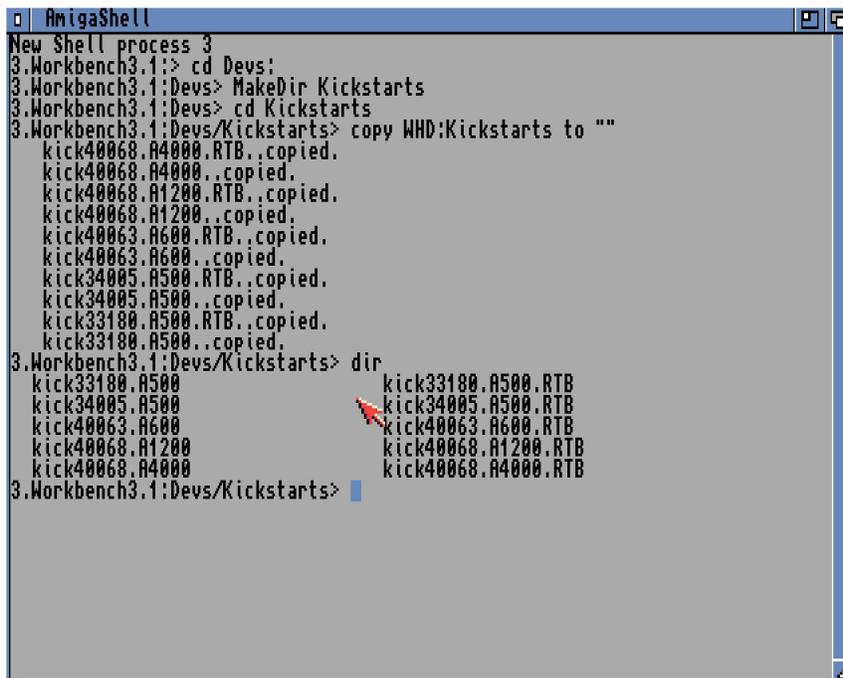
Kickstarts

Some programs need a Kickstart different than your system Kickstart to function. The WHDLoad site gives you the list of Kickstart versions with which it is compatible. To be prepared to run all other software titles you need to copy the Kickstart files to your system. The default location (which can be changed in WHDLoad if you wish) is Devs:Kickstarts.

When collecting the Kickstart files, you also need the corresponding .RTB files. They can be downloaded from <http://aminet.net/package/util/boot/skick346>. I copied the appropriate Kickstart files and RTB files to a "Kickstarts" folder to make it easy to copy all the files to my system.

Note (from AmiNet.net): SKick is a program capable of soft-kicking any kickstart release (1.2-1.3-2.0-3.0-3.1) into a 2.0 ROMed Amiga system. It does relocation and/or patches of kickstart images. Many relocation/patch tables included in the archive. Preferred use is on machines without MMU or for use with WHDLoad (.RTB files).

- Cd Devs:
- MakeDir Kickstarts
- Cd Kickstarts
- Copy WHD:Kickstarts to ""



```
AmigaShell
New Shell process 3
3.Workbench3.1:> cd Devs:
3.Workbench3.1:Devs> MakeDir Kickstarts
3.Workbench3.1:Devs> cd Kickstarts
3.Workbench3.1:Devs/Kickstarts> copy WHD:Kickstarts to ""
kick40068.A4000.RTB..copied.
kick40068.A4000..copied.
kick40068.A1200.RTB..copied.
kick40068.A1200..copied.
kick40063.A600.RTB..copied.
kick40063.A600..copied.
kick34005.A500.RTB..copied.
kick34005.A500..copied.
kick33180.A500.RTB..copied.
kick33180.A500..copied.
3.Workbench3.1:Devs/Kickstarts> dir
kick33180.A500          kick33180.A500.RTB
kick34005.A500          kick34005.A500.RTB
kick40063.A600          kick40063.A600.RTB
kick40068.A1200        kick40068.A1200.RTB
kick40068.A4000        kick40068.A4000.RTB
3.Workbench3.1:Devs/Kickstarts>
```

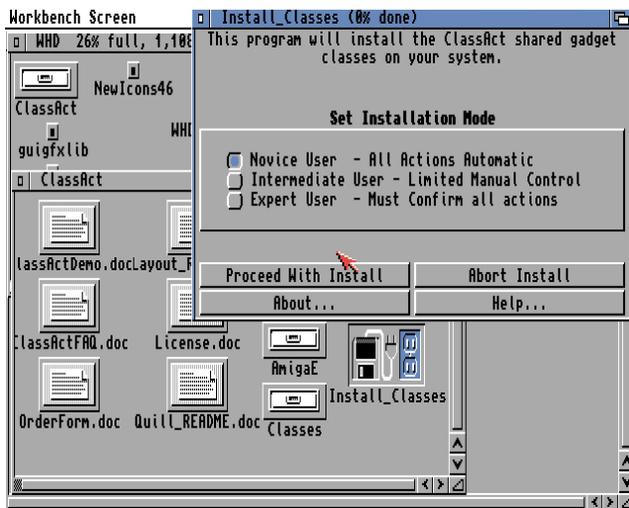
Install ClassAct 2.0 Demo

From AmiNet (<http://aminet.net/package/dev/gui/ClassAct2Demo>):

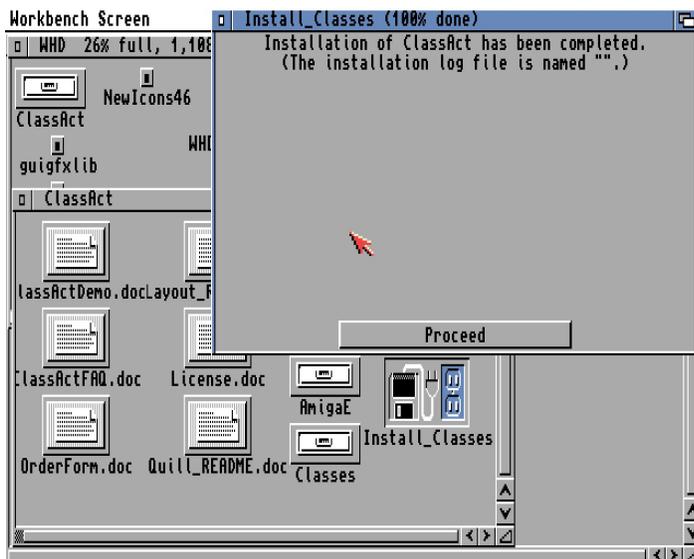
ClassAct is a set of over 30 BOOPSI classes co-authored by Christopher Aldi, Timothy Aston, Osma Ahvenlampi, and Petter Nilsen. Its now being published by Finale Development, Inc.

ClassAct provides object-oriented building blocks for your application in the form of Intuition BOOPSI classes available as either shared run-time or link-time libraries. As they are standard classes, they may be used with any application environment supporting BOOPSI. ClassAct is a complete GUI system in its own right, supporting everything from simple buttons to an advanced list management class, and includes a complete window GUI layout system classes that lets you create font-sensitive and resizable interfaces quickly and easily, including any preferenced window backfill pattern loadable via the system DataTypes.

- Navigate to the ClassAct installer and run it.
- Click Proceed with Install



Click Proceed

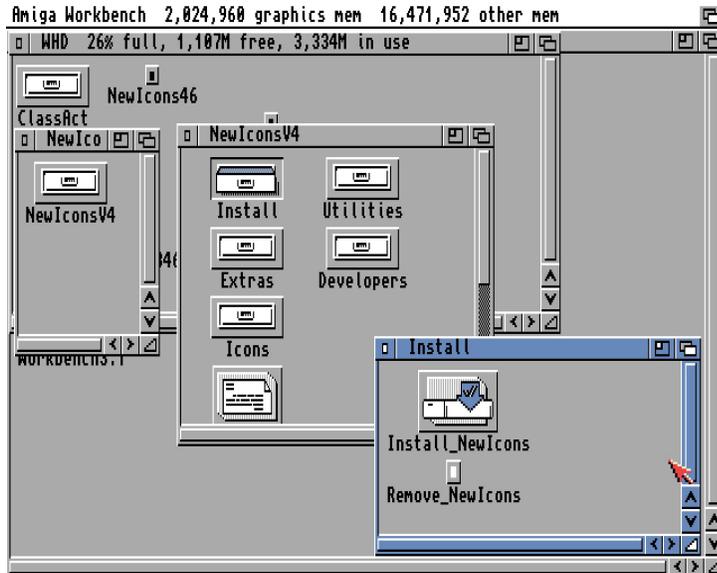


Install NewIconsV4

From AmiNet (<http://aminet.net/package/util/wb/NewIcons46>):

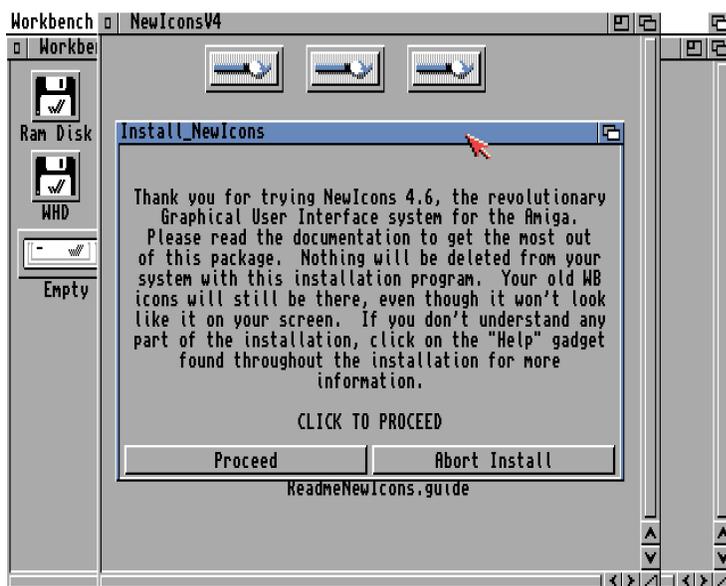
NewIcons is a revolutionary system patch which enhances your Workbench and gives the user much more power and configurability over the appearance of the GUI (Graphical User Interface). The NewIcons system works transparently, and provides for a standard icon system that will look the same on any system, no matter what the palette is set to.

Navigate to the NewIcons installer and run it.

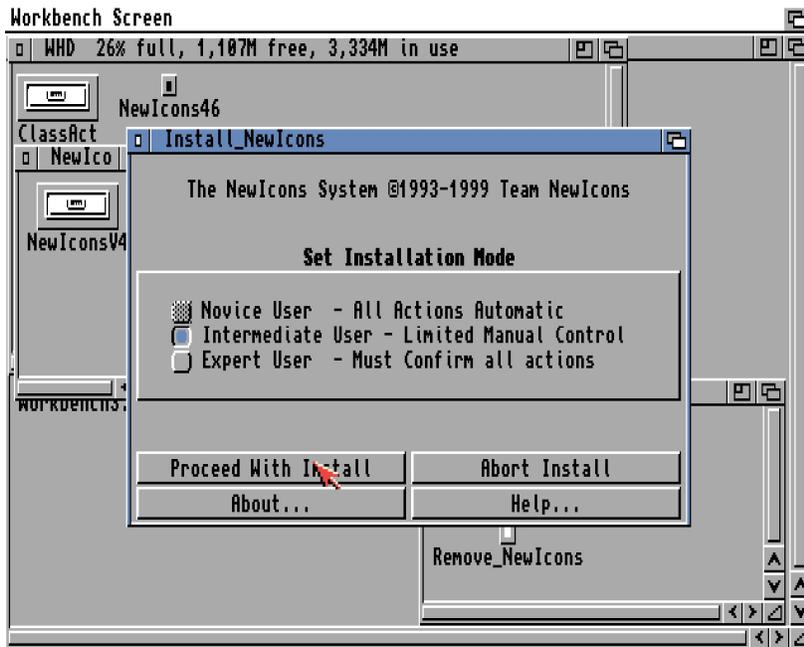


Take defaults and click Proceed.

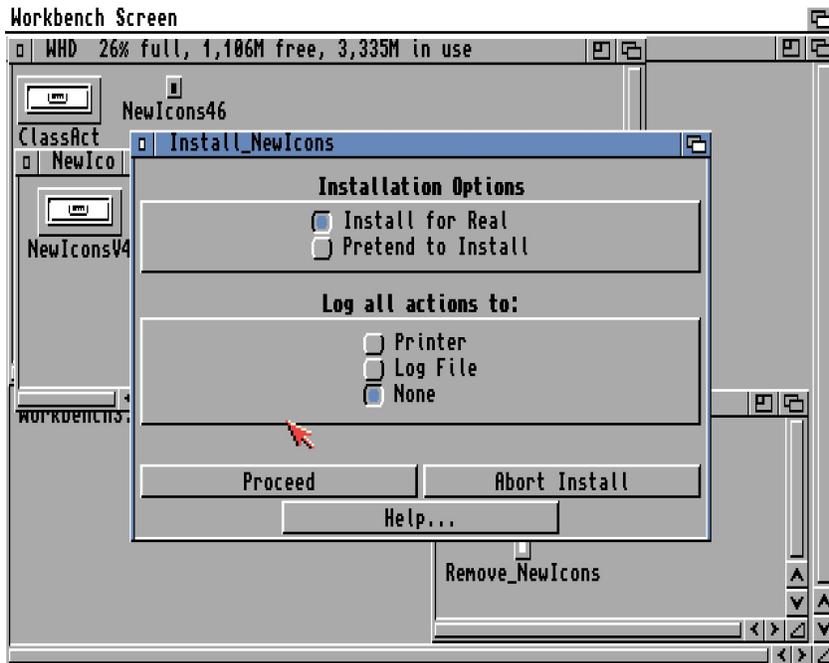
Don't need to apply system icons now



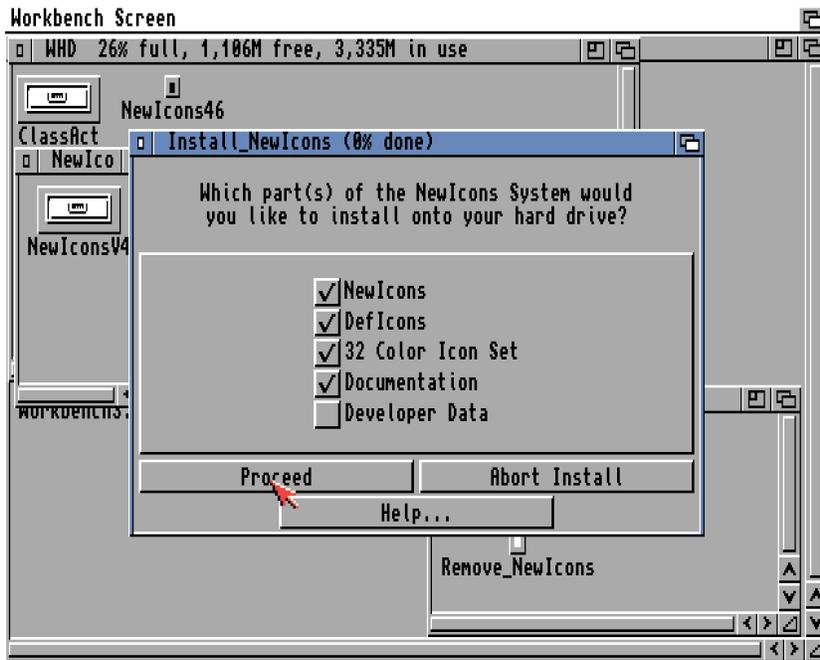
Click Proceed with Install



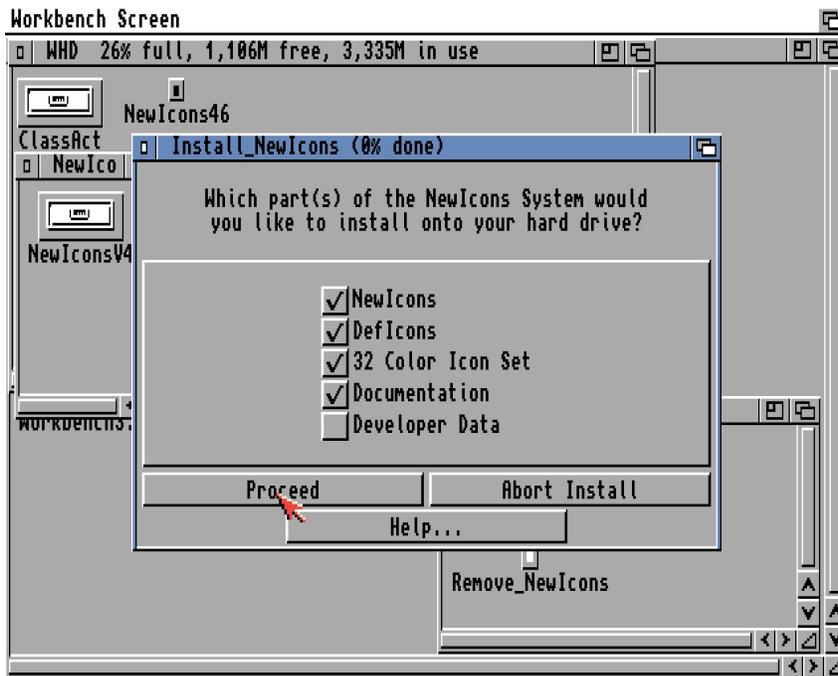
Click Proceed



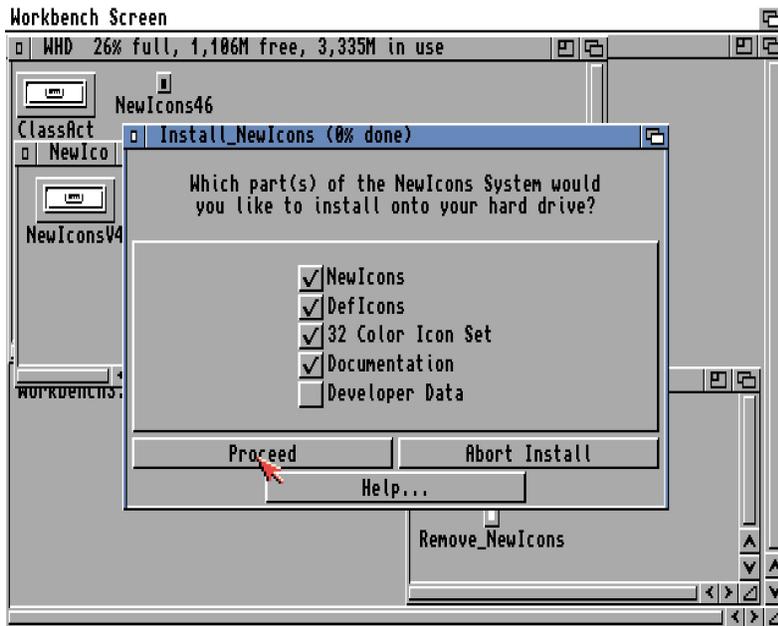
Click Proceed



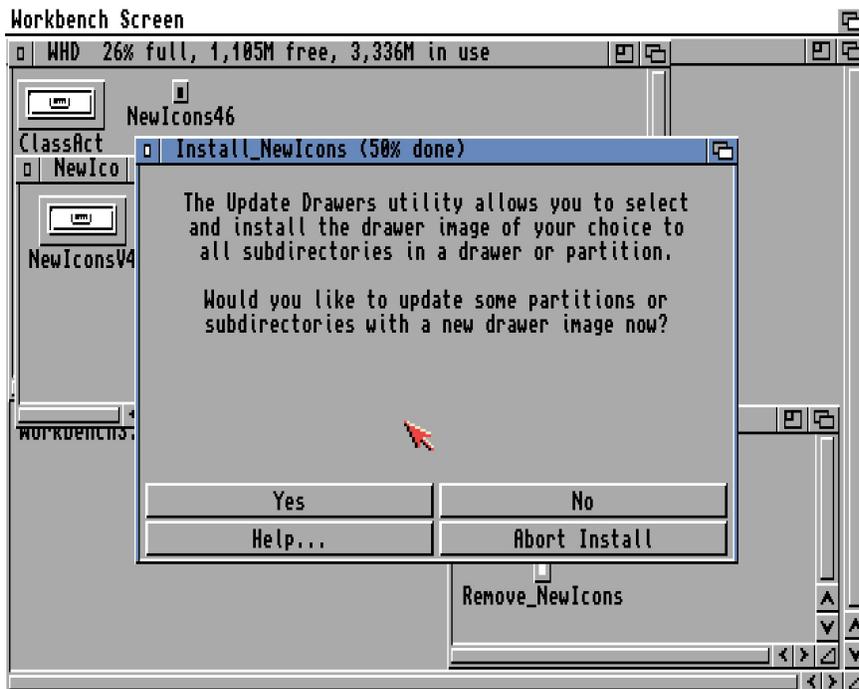
Click Proceed



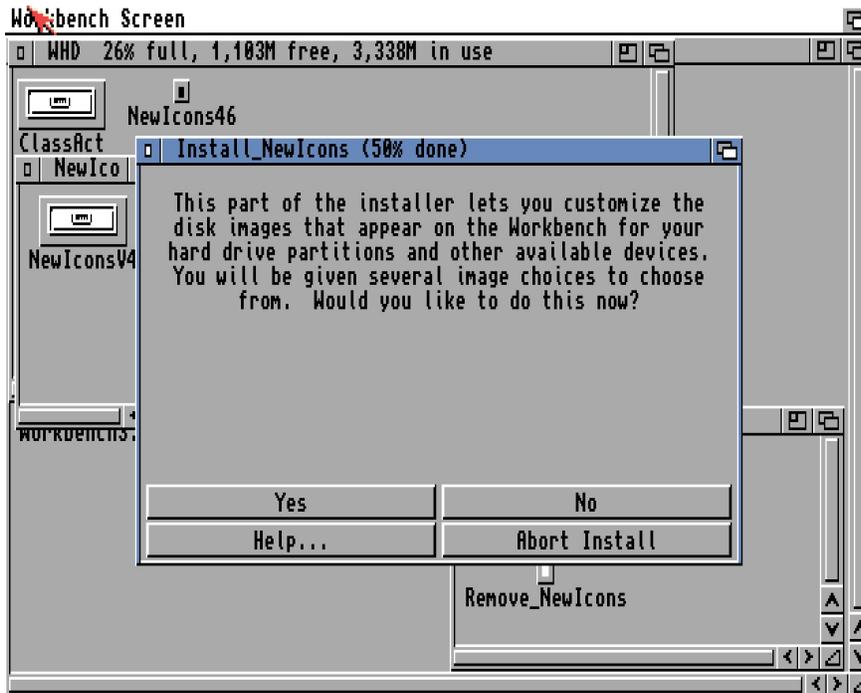
Click Proceed



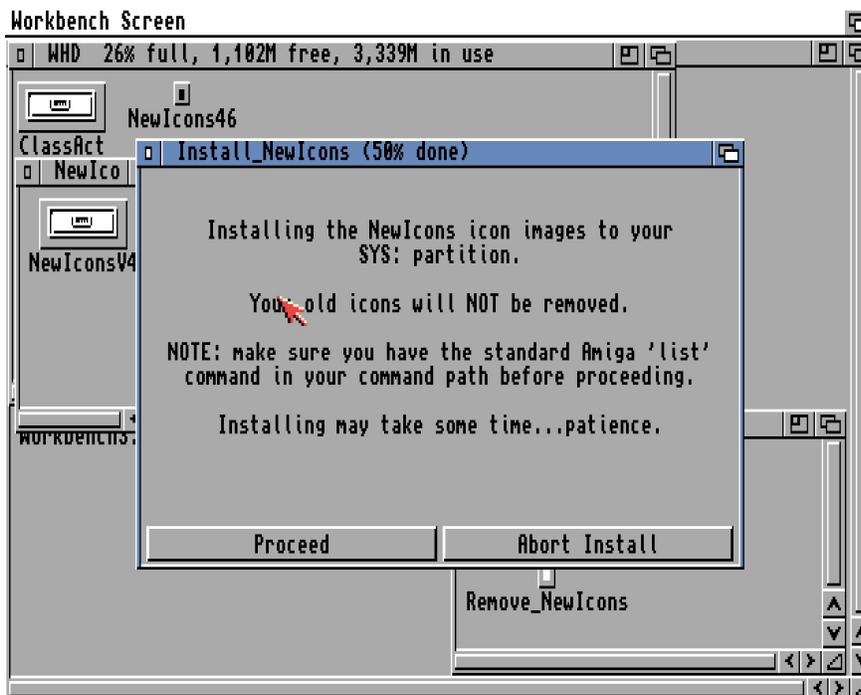
Click No



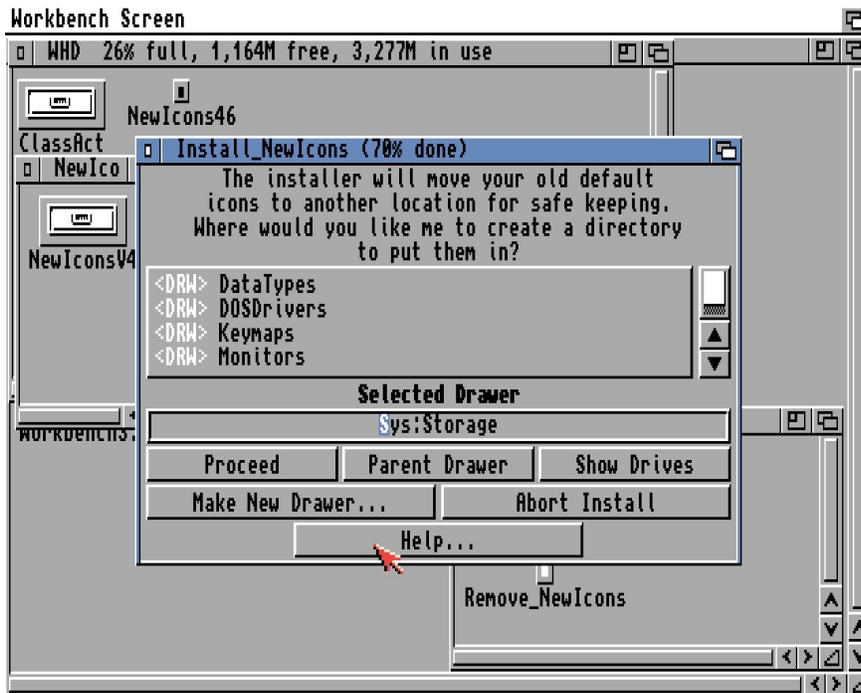
Click No



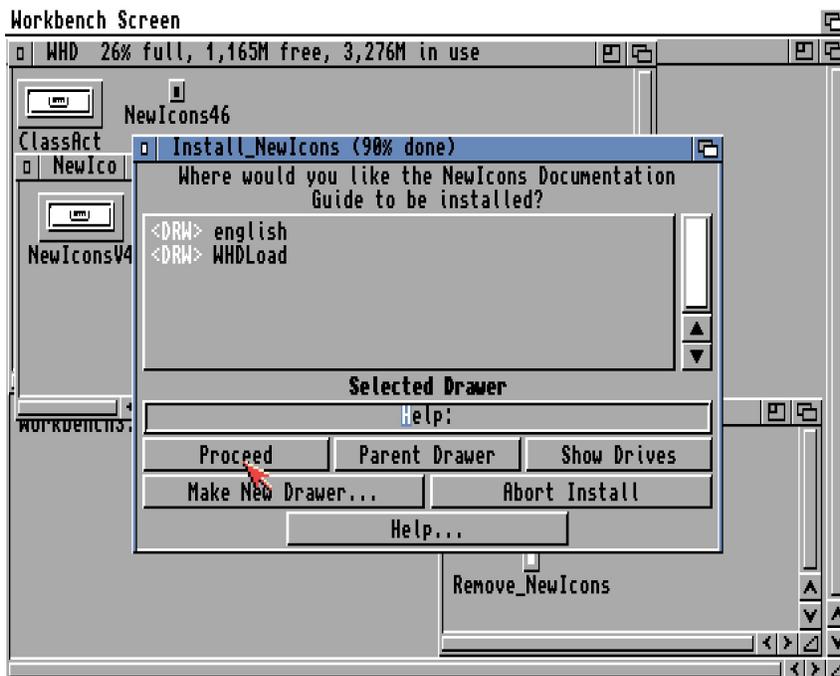
Click Proceed



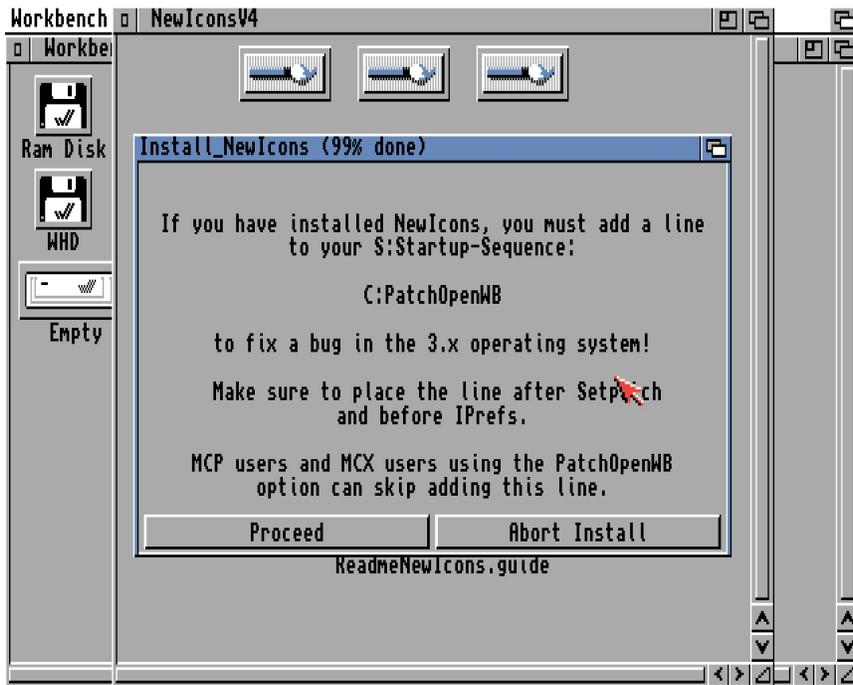
Click Proceed



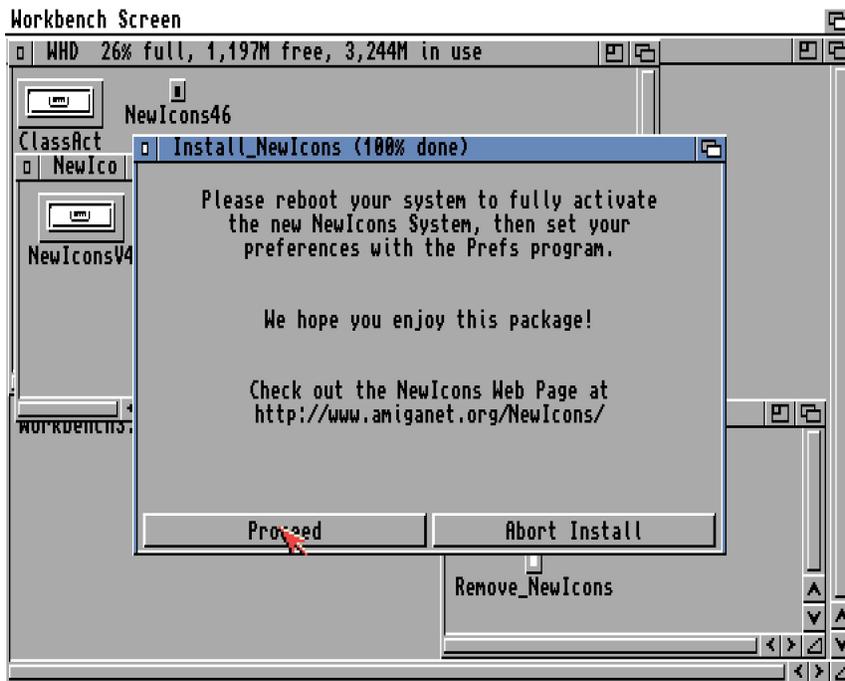
Click Proceed



Click Proceed



Click Proceed to finish the installation

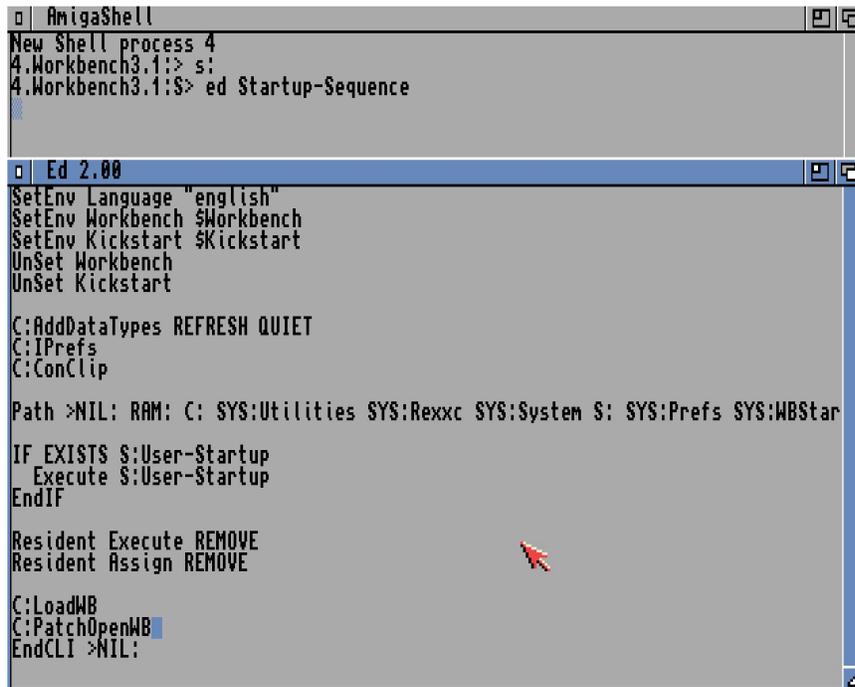


Open CLI

S:

Ed Startup-Sequence

Add "C:PatchOpenWB" to end of file



```
AmigaShell
New Shell process 4
4.Workbench3.1:> s:
4.Workbench3.1:$> ed Startup-Sequence

Ed 2.00
SetEnv Language "english"
SetEnv Workbench $Workbench
SetEnv Kickstart $Kickstart
UnSet Workbench
UnSet Kickstart

C:AddDataTypes REFRESH QUIET
C:IPrefs
C:ConClip

Path >NIL: RAM: C: SYS:Utilities SYS:Rexxc SYS:System S: SYS:Prefs SYS:WBStar

IF EXISTS $:User-Startup
  Execute $:User-Startup
EndIF

Resident Execute REMOVE
Resident Assign REMOVE

C:LoadWB
C:PatchOpenWB
EndCLI >NIL:
```

Reboot

Installing Games

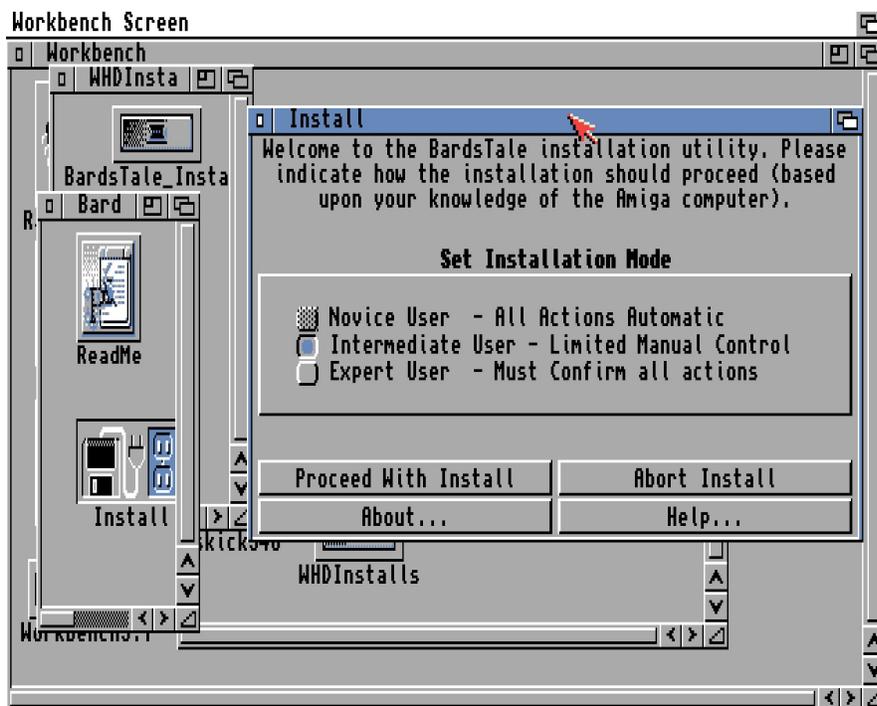
Now that the base WHDLoad system is installed properly, you can download custom installers for each piece of software you want installed on the hard drive. Go to the WHDLoad site and go to the installs page. Find the installer for the title you want, and download it. You will need to get the installer to the classic system to run it, and you will need the disks for the software you want installed. You now just run the installer and follow instructions. WHDLoad installers also remove copy protection so the title can run from the hard drive, so they recommend installing from original disks.

Bard's Tale

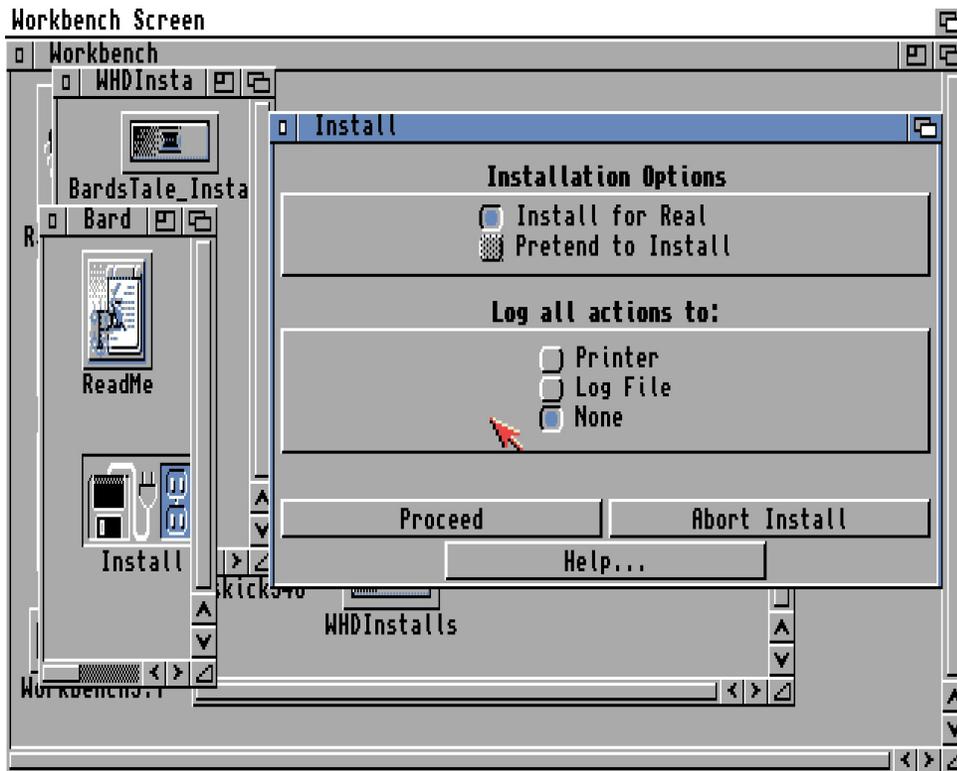
This game is a sample that needs Kickstart 1.3 ROM to function

Launch the Bard's Tale installer you downloaded.

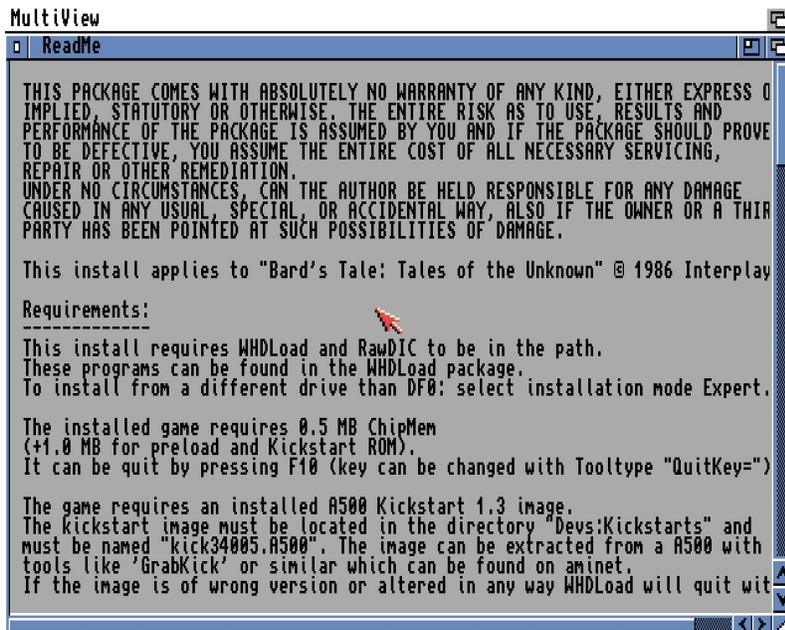
Click "Proceed with Install"



Click Proceed



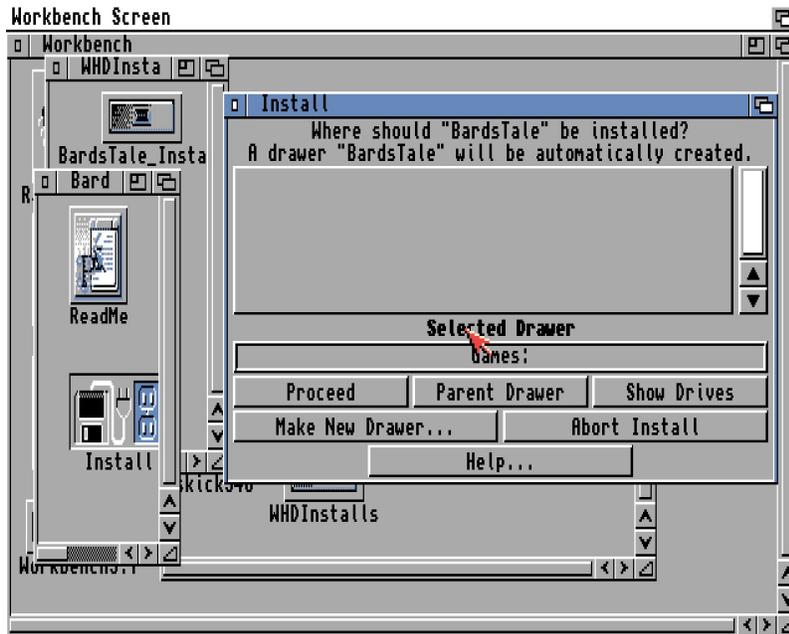
Close the ReadMe file to proceed with the install.



Click Show Drives

Select the "Games" Drive

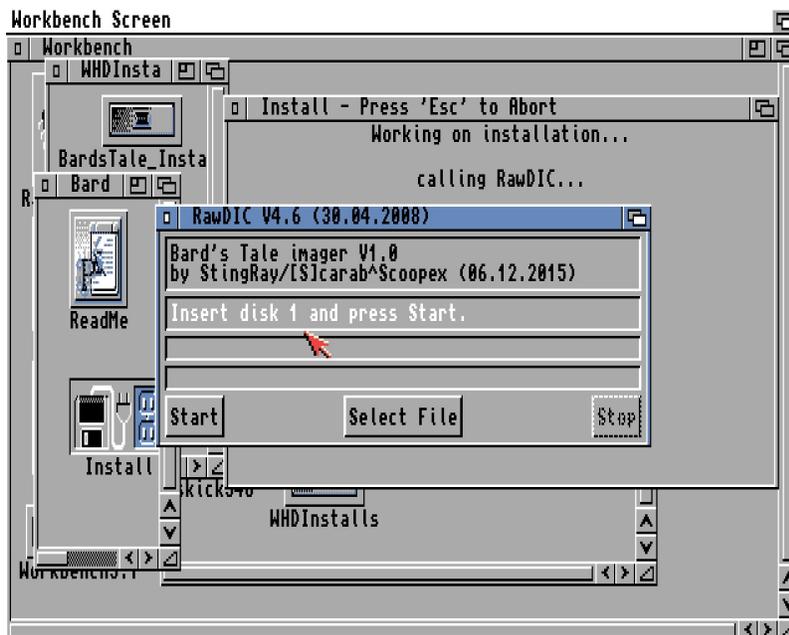
Click Proceed



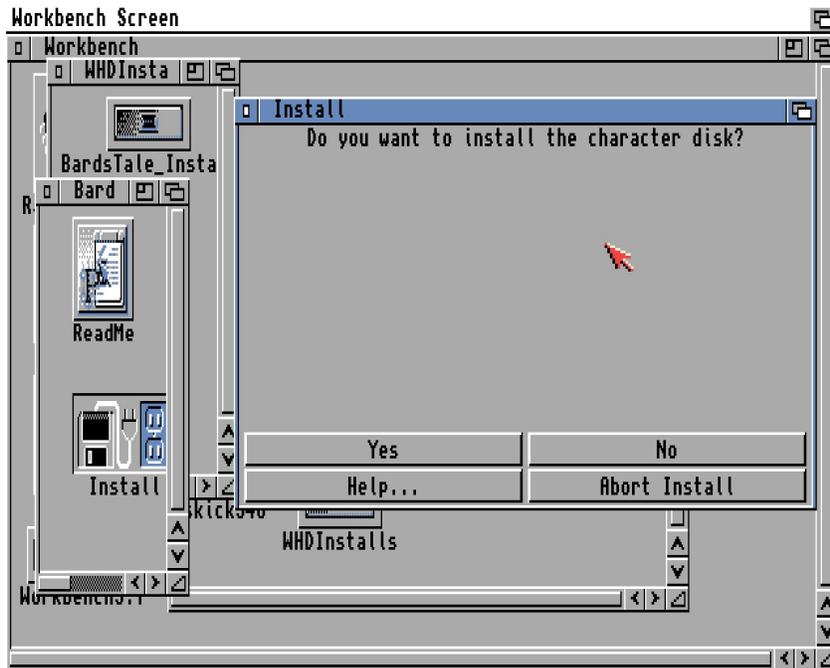
Insert Disk 1 in the drive.

Note: (I put the disk image in Documents\Amiga Games\Bards Tale)

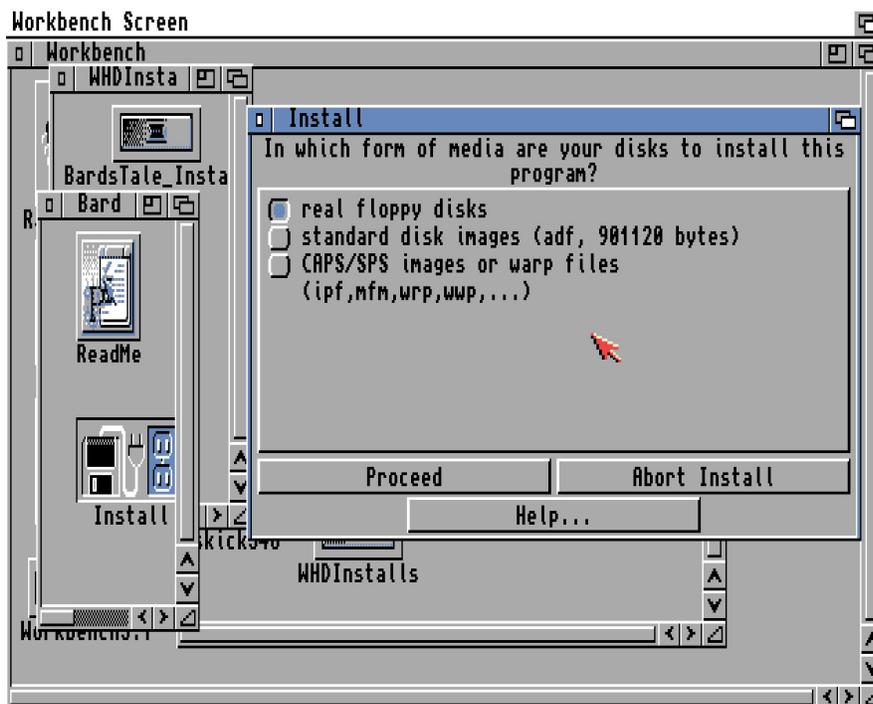
Click Start



Click Yes

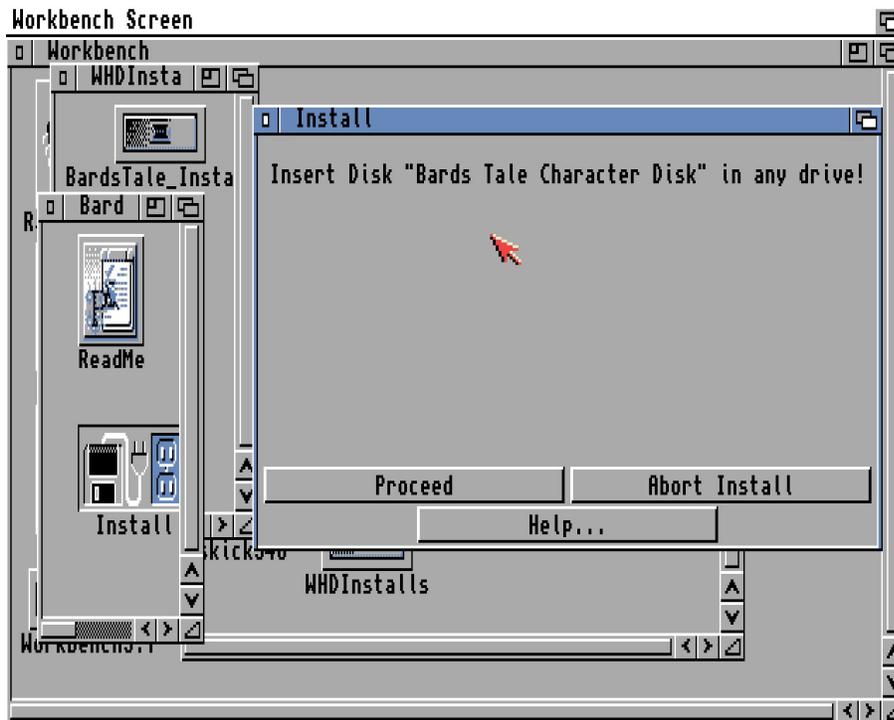


Click Proceed (Real Floppy disks since we're loading our "real" media)



Insert disk 2

Click Proceed (unless it detects the disk first and proceeds automatically)



Click Proceed to Finish

