

DiamondEditor V1.4 documentation

COLLABORATORS

	<i>TITLE :</i> DiamondEditor V1.4 documentation		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 7, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	DiamondEditor V1.4 documentation	1
1.1	DiamondEditor V1.4 documentation	1
1.2	Introduction to V1.4	1
1.3	Requirements	2
1.4	Installation	2
1.5	Copyright & Distribution	2
1.6	COPYRIGHT	3
1.7	DISTRIBUTION	3
1.8	DISCLAIMER	3
1.9	SHAREWARE	3
1.10	The Editor	4
1.11	Main window	4
1.12	Edit window	5
1.13	Selection window	6
1.14	Statistics window	6
1.15	Eater window	6
1.16	Value window	6
1.17	Highscore window	7
1.18	History	8
1.19	Plans for the future	8
1.20	Frequently asked questions	8
1.21	Why is the scrolling in the Edit window so slow and sticky?	9
1.22	Why can't I share my Levels?	9
1.23	Where are the images in the Selection-window? (1)	9
1.24	Where are the images in the Selection-window? (2)	9
1.25	How can I snapshot the windows?	10
1.26	About MUI	10
1.27	Import Levels	11

Chapter 1

DiamondEditor V1.4 documentation

1.1 DiamondEditor V1.4 documentation

Diamond Caves Editor

Version V1.4 (16.07.1995)

(C) Copyright 1994/95 by Peter Elzner
neXus software

- registered Users only -

Introduction to V1.4

Requirements
Installation
Copyright & Distribution

* The Editor *

History
Plans for the future
Frequently asked questions

About MUI

1.2 Introduction to V1.4

Welcome to the Diamond Caves Leveleditor V1.4

This program provides an easy and comfortable way to create and design your own Levels for Diamond Caves V1.x.

The Editor

This program is based on MUI, see About MUI.

To change the screenmode and some default-settings you should use the program "DiamondPrefs", if you want to reconfigure the outfit, use "MUI-Prefs".

If you are not yet registered to Diamond Caves, the "save" and the "test" option are disabled. Please support Shareware, read "DiamondCaves.guide" on how to register.

1.3 Requirements

The Diamond Caves Editor requires:

- Kick 2.0
- 1MB chipmem, 1MB fastmem
- MUI 2.3
- a registered version of Diamond Caves V2.0
- Commodore's Installer (can be found on your Workbench-Install-Disk)

recommended:

- Kick3.x
- 68020 (or higher)
- 2 MB chipmem

1.4 Installation

The Diamond Caves Editor comes with a ready-to-run installer-script for the Commodore Installer. Just click on the icon and follow the text in the window.

Basically, the script will copy all necessary files in the Directory "DC:" according to the present version.

To reconfigure the Diamond Caves Editor, please use program "DiamondPrefs". This is now possible in the unregistered version, too.

1.5 Copyright & Distribution

COPYRIGHT

DISTRIBUTION

DISCLAIMER

SHAREWARE

1.6 COPYRIGHT

Diamond Caves, the Diamond Caves Editor, DiamondGfx & DiamondSfx, DiamondHigh and DiamondPrefs are copyrighted (C) 1994/95 by Peter Elzner. That means that you are NOT ALLOWED to modify the programs and documentations in any way. Especially you MUST NOT REMOVE the documentation or any other file.

You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in this documentation, this also includes any images and samples.

Diamond Caves is SHAREWARE!

1.7 DISTRIBUTION

The Diamond Caves package and the Diamond Tools package are freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- Any re-distribution has to include all files in this archive, without any modifications. You are NOT allowed to add or remove any files to/from the archive.
- This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet CD-ROM, and other similar electronic channels. You MUST NOT include it on any disk that is sold for more than 5 US Dollar (or an equivalent in other currencies).
- Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by Peter Elzner!
See "How to contact the author" in the Diamond Caves docfile.

You are NOT allowed to distribute you keyfile in any way! It contains your personal data and may only be used by the user who's name is encrypted into the file (should be you). This name is displayed in the About Requester.

1.8 DISCLAIMER

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer of the software can NOT be held responsible.

1.9 SHAREWARE

This product is SHAREWARE. "Free distributable" only says that you do not have to pay for copying or re-distributing the unregistered version of the program.

If you are still working with an unregistered version of Diamond Caves, read the chapter "How to register" in the Diamond Caves docfile.

1.10 The Editor

The Diamond Caves Editor is based on MUI and each window (except the main window) may be opened or closed at any time. These windows are described in the following chapters:

Main window

Edit window

Selection window

Statistics window

Eater window

Value window

Highscore window

1.11 Main window

The main window of Diamond Caves is always present and can not be closed. It contains some basic functions and the ability to quit the Diamond Caves Editor.

Level-Group:

Nr. represents the number of the Level you are editing. Note that this ~ number is used for the filename of the Level, not the comment.

Comment is just the small text that will be displayed immediately before ~~~~~ entering the Level. The Comment may be up to 20 chars long.

You may use the following characters:

"a-z" "A-Z" "0-9" "?!.@:"

"<>" : arrow to the left/right

"*@" : Emerald & Diamond

"\$\$%" : Boulder, Bomb, Nut

"&" : Earth

"[]" : Player 1 & 2

The PopUp-button next to the string gadget will open a help-window showing you all the above shortcuts.

Directory is the Directory where you load you Levels from and save them ~~~~~ to. The small button to the right pos up a filerequester where you can choose a new Directory.

Create Directory lets you create a new Directory (surprise !). The
~~~~~ Directory will be placed in the "DC:" drawer and the name  
you enter will get the suffix ".lvl" attached to it.

Import makes it possible to read Levels from different Boulder Dash clones  
~~~~~ and use them within Diamond Caves. See Import Levels

Load will try to load the level with the current number out of the current
~~~~~ directory

Save will save the present level to disk using the given number and dir  
~~~~~ (not possible in the unregistered version). Before saving, the  
Editor checks your Level carefully to avoid unplayable Levels.

Test lets you test the current level without saving it (not possible in
~~~~~ the unregistered version). You may choose between testing with one or  
two players.

Window-Group:

With these Gadgets you are able to open and close the other windows. They  
may also be closed by clicking on their close-gadget.

Edit window

Selection window

Statistics window

Eater window

Value window

Highscore window

About displays the About window  
~~~~~

Quit Editor: Guess what this one does :-)
~~~~~

## 1.12 Edit window

This window contains the playfield of the Level. If the window is smaller  
than the size of the Level, you can scroll the visible display.

Undo takes back the last action  
~~~~~

Text lets you type in a text and place it in the playfield. You have the
~~~~~ choice between horizontal and vertical alignment.

Clear clears the whole region with the active entry  
~~~~~ (active entry: see Selection window)

Random places the active entry "randomly" in the playfield. The frequency ~~~~~ may be controled using the slider below.

1.13 Selection window

This window just contains a huge list of all possible items. The term "active entry" refers to the selected (highlighted) entry of the list. This is important for functions like "Random" or "Clear".

There are two special entrys which you can (must) only place once into the playfield: The startplaces of Player one and two. It's also impossible to use "Clear" or "Random" with this entrys.

1.14 Statistics window

This window displayes the amount of some items in the playfield:

Emeralds: Number of normal Emeralds and Emeralds stuck in a brick wall
~~~~~

Diamonds: Number of normal Diamonds and Diamonds stuck in a brick wall  
~~~~~

Nut: Number of Nuts in the playfield
~~~

Dynamite: Number of Dynamite in the playfield  
~~~~~

Exits: Number of closed and already open exits
~~~~~

Keys: Just the keys  
~~~~~

Enemys: Number of each enemy in the playfield
~~~~~

### 1.15 Eater window

As you should know, you can get many different items after crushing an Eater. There are actually four possibilitys which are not attached to a special Eater but appear in the given order. The contents of Eater window number one always appears after the \*first\* Eater was crushed no matter where or when, the second window is used after the \*second\* Eater is crushed, again: no matter where or when.

You may use every item out of the secetion window appart from the startplaces of the two players.

### 1.16 Value window

---

This window is separated into two parts:

#### Score-Group:

Here you can select the scores the player gets after performing certain actions:

Emerald, Diamond, Dynamite, Keys: Score for collecting this item  
 ~~~~~ ~~~~~ ~~~~~ ~~~~

Nut: Score for "popping" a Nut (throwing a boulder on top of it)
 ~~~

Robot, Spaceship, Bug, Eater: Score for destroying the monster  
 ~~~~~ ~~~~~ ~~~ ~~~~~

Exit-Time: Score for every 10 seconds left after reaching the exit.
 ~~~~~

Values range from 0 to 99.

#### Miscellaneous-Group:

##### Playfieldsize:

Here is the possibility to adjust the playfieldsize. The minimum size is 10, the maximum size is 100. Note that these values only specify the "inner" space, there's always a steel-border around every level.

##### Time:

in Game is the maximum time the player has got to solve the level  
 ~~~~~ (in seconds)

Note: Zero means unlimited time.

magic Wall is the time, the magic wall spins after getting hit by a
 ~~~~~ Boulder/ Emerald/ Diamond.  
 (in 1/10 seconds)

Wheel is the time the Wheel spins  
 ~~~~~ (in moves!)

Amoeba: This is not a real time but a kind of speed-display. It's the
 ~~~~~ speed the amoeba grows, the higher the faster - just try out some  
 values

Forcefield is the time the forcefield is up after collecting a  
 ~~~~~ forcefield coin (in seconds!)

Extratime is the time that will be added to your real time after
 ~~~~~ collecting an Extratime coin. (seconds of course)

Emeralds to Collect: Well, the amounts of Emeralds (and Diamonds) to  
 ~~~~~ collect :-)

1.17 Highscore window

No, it's not possible to fake Highscores :-) You just got the possibility

to clear the Highscorelist.

1.18 History

V1.0 (01.05.1995)

- first public release (registered users only)

V1.1 (04.06.1995)

- fixed bug in loading preferences
(Editor crashed if no DefaultDir was specified)
- added help window for Level-Comment
- the Diamond Caves Editor is now able to load Levels from the following Boulder Dash clones:
 - Balder's Grove
 - Emerald Mine I
 - Emerald Mine II
 - Emerald Mine III
 - Emerald Mines CD
- fixed small bug with Spaceships and Bugs

V1.2 (14.06.1995)

- fixed bug in Emerald Mine Import
(Empty quicksand in Eater is actually Earth!)
- improved cycle-chain and keyboard-shortcut in windows
- mousepointer is no longer visible while testing

V1.3 (08.07.1995)

- the Diamond Caves Editor can now be run on any Public Screen
(Kick3.0 is required for this)
- the preferences file is now recognized even in the unregistered version
- fixed small bug with palette sharing (Kick3.0)

V1.4 (16.07.1995)

- added already lit Dynamite
- improved Import-window
(Levels can now be saved immediately using Filenamenum+1)
- added unlimited time
- improved Emerald Mine CD Import

1.19 Plans for the future

Plans for the future:

- localization
- import even more Boulder Dash clones
- import whole level-directories at once
- more drawing operations like lines, squares, fill, ...

1.20 Frequently asked questions

Why is the scrolling in the Edit window so slow and sticky?

Why can't I share my Levels?

Where are the images in the Selection-window? (1)

Where are the images in the Selection-window? (2)

How can I snapshot the windows?

1.21 Why is the scrolling in the Edit window so slow and sticky?

Q:Why is the scrolling in the Edit window so slow and sticky? Especially with large Levels there is a delay between pressing the slider and getting an actual response.

A:This is a problem of MUI. When you are pressing and moving the slider MUI sends a "Redraw"-message to my program, telling me to redraw the whole display! This can take a few seconds if you have a big playfield. Try clicking into the prop-container instead, it's quicker.

1.22 Why can't I share my Levels?

Q:I've got the Diamond Caves Leveleditor but my friends' unregistered copy of Diamond Caves refuses to load the new levels. What am I doing wrong?

A:The unregistered version of Diamond Caves is not capable of loading other levels than the ones that came with the distribution.

If your friend really wants to play new Levels I think he is using (or wants to use) the game on a regular basis, so please convince him to pay the shareware fee.

1.23 Where are the images in the Selection-window? (1)

Q:Referring to the picture "Editor.preview" which was in the Diamond Caves Game archive, there were little images next to the itemtext, which is the only thing I got in the list.

A:These images are loaded using datatypes. Datatypes are only available under Kickstart 3.x.

1.24 Where are the images in the Selection-window? (2)

Q:I'm using the Diamond Caves Editor under Kickstart 3.x and most of the time the Images are loaded correctly. But sometimes there's just an empty space where the picture should be. Why?

A:This is an internal bug of MUI. Stefan Stuntz said that it will be fixed in MUI3.0.

1.25 How can I snapshot the windows?

Q:At startup time, all the window appear at the same place every time. Is there a way to snapshot the windowposition to make them remember their current position?

A:Yes, this is possible. The Diamond Caves Editor is a MUI application, so if you want to save the current window positions you should simply start the MUI preferences program and save the preferences to disk. You need a registered Version of MUI to do this, for more information read the MUI documentatuon.

1.26 About MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

1.27 Import Levels

Since V1.1 the Diamond Caves Editor is able to load and convert Levels from other Boulder Dash clones.

You have to select the type of Level you want to load:

Balder's Grove: These Levels are loaded including the extra steel border ~~~~~ around the playfield because Balder's Grove supports Exits in the border. Note: The "Snake" in Balder's Grove leaves 9 Emeralds behind, the "Bug" in Diamond Caves 8 Emeralds and 1 Diamonds. You may have to increase the number of Emeralds to collect to match the new value.

Emerald Mine: This type includes Levels from Emerald Mine I, II and III. ~~~~~ The only thing Diamond Caves does not support is Dynamite that's already lit. This item will be replaced by a question mark. You can easy simulate a burning Dynamite with a falling Bomb.

Emerald Mine CD: I'm not sure if I've got the Leveldescription 100% right, ~~~~~ so if you encounter any problems (e.g. questionmarks in the playfield), please contact me.

If you want another Boulder Dash clone to be supported by the Diamond Caves Editor, feel free to contact me.

Load Level: Will load and convert the level.

~~~~~

Load&Save Level: Will load the Level and save it to the currnt ~~~~~ Leveldirectory either using the current number or the number taken from the filename, increased by one (see below).

Exit: Leave the Import window.

~~~~~

Take Levelnumber from Filename: This is important if you want to convert a ~~~~~ whole set of Levels. If set to on, the number the Level will be saved to will be taken from the filename, increased by one. This is necessary because EM-Levels begin with Level 0.