Nothello

Dan Murrell Jr.

COLLABORATORS

	TITLE : Nothello		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Dan Murrell Jr.	December 8, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Nothello

1.1 Nothello Nethworked Othello Client User Manual

```
         Nothello        Not your ordinary Othello
        *REQUIRES* MUI and either AmiTCP or AS225r2

         Table of Contents


         I.      Introduction
         II.     Disclaimer
         III.    Requirements
         IV.     Usage
         V.      Playing the game
         VI.     Possible Enhancements
         VII.    Bugs
         VIII.   Credits
         IX.     Author info
```

1.2 Nothello Networked Othello Client User Manual

```
              This application uses


          MUI – MagicUserInterface

        (c) Copyright 1993 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 20.- or US$ 15.-

                              to

                        Stefan Stuntz
                  Eduard-Spranger-Straße 7
                      80935 München
                         GERMANY

1.3 Nothello Networked Othello Client User Manual

                   Introduction to Nothello

  Nothello is a little project I wrote as a result of being able to play
with the upcoming Grapevine IRC client by Brian Cerveny. In talking to
Brian, I had visions of all the potentials of having an Amiga-based IRC
client, that can start up other clients as a DCC command. Nothello was
the first result of my ideas. I know of others who are planning clients,
as well, and I have more ambitious plans myself. Nothello was just
something simple enough to learn sockets programming, and to develop my
own routines and style.

While Nothello was designed with IRC startup in mind, it can easily be used
standalone, as well. All you have to do is call it with the proper
host and port number arguments, which is what Grapevine will do itself.
It's just more privy to that information than you are. :) To start it up
on your own, which is really the only way until Grapevine itself is released,
you just find an opponent with either AmiTCP or as225 installed, get his
Amiga's hostname or IP number, agree on a suitable port number to use, and
then run it with the proper args.

[Note: The /DCC startup via Grapevine is subject to change, as Grapevine
        is still in development. At this time, the planned support through
        Grapevine will be by /DCC command, i.e. /dcc nethello danimal
        If there will be any changes in the startup options for Grapevine
        compatibility, an appropriate version will be released.]

1.4 Nothello Networked Othello Client User Manual

                   Legal stuff and Disclaimer

Nothello is freely distributable, but it is NOT to be considered in the public
domain. I'll hold the rights and stuff for my own personal use. Noone, other
than Brian is allowed to distribute it for a price other than the cost of a
disk. Of course, should I be lucky enough to make it on a Fish disk, that's
OK too.

I can't imagine what it could hurt, but I cannot accept responsibility for any
problems Nothello may cause to your system. At this time, it has been tested

reliably on 3.x and 2.x systems, which were 68030 and 68000 machines.

Thanks, and even if you don't want to register, please let me know what you
think.
        See Author information for how to contact me

1.5 Nothello Networked Othello Client User Manual

                        Nothello Requirements

        Nothello requires:

        MUI 2.0
        A TCP connection to the Internet using either AmiTCP or AS225r2

1.6 Nothello Networked Othello Client User Manual

                        Nothello Usage

   The arguments for Nothello are pretty simple. They can be entered either
by CLI, or as Workbench tooltypes. Tooltypes can be commented out by
using parenthesis, so you can keep the host names of some of your favorite
opponents in (), and just un-() when you're ready to play.

Here is the CLI argument line:
ORIGINATE/S,NICKNAME,LEFTEDGE/N,TOPEDGE/N,PATH,HOST,PORT/N:

ORIGINATE   Means that when this boolean switch is present, the client
                runs in a 'server' mode. For a connection to be established,
                one client must have ORIGINATE set, and the other not.
                When running via Grapevine, the ORIGINATE client will be
                the client of the user who issues the /DCC command.
                This will also be the user who begins as white, and moves
                first.

NICKNAME   The nickname of the user. Grapevine will put your nickname
                here. On manual startup, put your nickname in. It's not
                really required for play, however.

LEFTEDGE/   Not used, as this is an MUI program, and should save the
TOPEDGE   window settings on it's own. It's there for Grapevine
                compatibility.

PATH   Also unused.

HOST   Defaults to localhost. If using ORIGINATE, set this
                to anything you want-- it won't be used, as the server
                mode client will be listening for a connection. If _NOT_
                using ORIGINATE, set this to the hostname or IP number of
                your opponent, i.e. danimal.msstate.edu, or 130.18.80.100.

PORT   Defaults to 1999. Just use some unused port number, like

```
                    9999 or 4123 or whatever.  The only requirement is
                    that the port numbers must agree for both clients.
                    Grapevine will take care of this for you, but it's a little
                    extra work for manual startup.
```

```
So, a sample game could be started like such:
Player 1:
Nothello_AmiTCP originate nickname=danimal host=blah port=9998

Player 2:
Nothello_AS225 nickname=Chuck host=danimals.machines.name.edu port=9998
```

```
Note that player 1 doesn't put in a valid host, but it will not be
used, because of the ORIGINATE switch.
```

```
The originating client must be started first, so that it can listen for a
connection from the other client.  The originator will open it's window,
and watch the port, until a connection is made.  If no connection is made
in 60 seconds, the program will timeout, and exit cleanly.
```

```
Once the originator is setup on the port, and the other client 'calls' the
port, a connection will be made, and gameplay begins.
```

1.7 Nothello Networked Othello Client User Manual

```
                        Playing the game

  Once gameplay begins, it's just Othello, but with a competitive twist.
When it's your move, click on the square to make your move.  There is a
little message line that tells you whose move it is.

  Options once gameplay starts include:
[Note:  An asterisk (*) denotes that this button can only function when it is
       your turn to move.]


              *Forfeit your move    Taunt
          *New    Info   Swap Colors   Quit

Menus are available, with a couple extra options:

        Project          Game
        -------          ----
         About.. ?        New Game            N
         -----            Forfeit             F
         Quit    Q        Swap Clrs           S
                          Taunt               T
                          Last Move           L
                          Show Opponent Moves O
                          Show Type..
                               Invert
```

Selected

The [HELP] key will load this amigaguide document if you have it in the same directory.

When someone wins and the game is over, both players will have the option to start a new game or quit. If either player quits, then the whole match is over, and both clients will quit.

1.8   Nothello Networked Othello Client User Manual

```
FORFEIT YOUR MOVE
        When you are unable to move, you'll be forced to use this.  It
        simply skips your move and lets your opponent go again.
```

1.9   Nothello Networked Othello Client User Manual

```
TAUNT
        This is a fun little extra, to add some serious competitiveness to
        this game.  Pressing the Taunt button brings up a window with a
        string requester, where you can type in a verbal assault on your
        opponent.  Of course, you can just tell him that was a good move,
        but why be nice?  It's there to lay into him, and to keep the
        growls and grumbles off the IRC channel.  The tauntee will have a
        requester pop up over his screen, containing your taunt, and he can't
        resume play until he accepts it.  Have fun with this. :)
```

1.10   Nothello Networked Othello Client User Manual

```
NEW [GAME]
        Requests a new game from your opponent.  This is a 'chicken' button,
        to be used when you think there is no hope of winning.  Of course,
        your opponent can allow you to restart and humiliate yourself, or
        go for the throat and make you continue with the thrashing. :)
```

1.11   Nothello Networked Othello Client User Manual

```
INFO
        Simply pops up a window that can be closed at any time, which
        displays the nickname, host, and port of your opponent.  Not
        particularly useful. ;}
```

1.12   Nothello Networked Othello Client User Manual

SWAP COLORS
        This can be done at any time, and simply swaps all the colors. If
        you're white, you'll become black, and your opponent will appear
        white to you. Note that this is totally transparent to your opponent--
        he'll still see you as white himself.

1.13   Nothello Networked Othello Client User Manual

QUIT
        Will quit the game. The window close gadget also functions in the
        same way. Your opponent can not stop the quit, but he'll be happy
        that you've apparently given up. :)

1.14   Nothello Networked Othello Client User Manual

LAST MOVE
        Last move will highlight the piece that was clicked on the last move.
        It utilizes the active gadget function of the MUI user interface, which
        draws a black border around the piece. This lasts for one second, and
        will show both yours and his last move.

1.15   Nothello Networked Othello Client User Manual

SHOW OPPONENT MOVES
        Show Opponent moves is a little different from the Last move feature,
        in that it will highlight all the pieces involved in your opponent's
        last move. Just in case you blinked or weren't paying attention when
        his last move was made. Defaults to CHECKED.

1.16   Nothello Networked Othello Client User Manual

SHOW TYPE
        Show Type sets the type of highlighting that you want to use for the
        Show Opponent Moves function. There are two different show types:

        INVERT
                Will use the inverse color for the background of the button
                behind his chips. For example, if his chips are white, the
                background will be black. This is the default setting.

        SELECTED
                Will use the MUII_Selected image structure for the background
                of the highlighted opponent's piece. Normally, this is just
                a slightly lighter color than the normal button background.
                However, using the MUI-Prefs program, you can use a custom
                brushmap for the selected image. This makes for some really
                pretty (or wacky) custom Nothello windows.

1.17   Nothello Networked Othello Client User Manual

```
                    Possible Enhancements
```

Daemon operation. Challenge someone whether they're on IRC or not. Or maybe I
should say whether they expect it or not. :)

Manual startup window. Won't have to worry about CLI or WB args

De-MUI the interface.

Artificial intelligence.

Automatic checking for a forfeit move. Easy to do once the artificial
intelligence routines are in place.

Maybe some kinda custom object that looks like the Knight Rider car's 'eye,'
for when the computer is 'thinking.'

1 or 2 player mode not requiring networking. Could just easily remove all the
networking routines, and the thing would be about 15k smaller.

Any other enhancements suggested to me. :)
send suggestions to djm2@ra.msstate.edu

1.18   Nothello Networked Othello Client User Manual

```
                         Bugs
```

Uhhh.... Uhhhh... well, if you find any, let me know. :) Just because I
think it's bug-free, doesn't mean it really is. It does appear to be solidly
enforcer-hit free.

One thing I wasn't able to adequately test for myself was AS225 operation. I only
had AmiTCP at my disposal, but I did use the emulator socket.library, and any time
I tested it over the net, I always used the AS225 version without a hitch. I ←
   dunno
if that was a good test of the AS225 version or not. I did have one tester using
AS225, and he reported no errors to me.

1.19   Nothello Networked Othello Client User Manual

```
                        Credits
```

Tons o' credits here.

Chuck Woo for his tireless beta testing and whining. Also, for being an
easily defeated opponent and boosting my ego. :) Chuck also sent me some
documentation on adding AI into games, but (shhh! Don't tell him!!:) I
haven't read it yet! :)

Brian Cerveny, aka Redwine, for occasional help, and asking me WTF I wanted

to do some things certain ways that made little or no sense.

Scott Ellis. If it wasn't for his free source to AmiPOP, I wouldn't know
a damn thing about programming networking stuff. I horked a ton of lines
of his for my own use.

Ralph Schmidt, aka Laire, gave me a good argument parsing routine.

Chris Feck fixed up my ridiculously short-sighted chip-drawing routine.

Seth Harman, known in the underworld as Budha, did the icon. [also changed
the name from the original Nethello, cause the icon works better with an 'o']

John Weiderhirn tried for a couple days to figure out what a horrible problem
was in my code. I later noticed I hadn't allocated a certain string, which
of course, broke my entire program. He also has given me a lot of motivation,
ideas, and strategies for a possible career in networking. Thanks John, for
the speech, and hope you didn't mind me leading you on a wild goose chase. :)

Ezra Story, alias Ezy, showed me a couple of tricks to get my accept a
connection routine to timeout, as well as detecting a disconnection.

Eric Totel, who authored the really cool Builder for MUI, which I used a little
bit so long ago. Just wish I'd had the newest version with 'Copy Object,' so
I wouldn't have had to make all those chip buttons by hand... :P

Thanks, guys..

1.20   Nothello Networked Othello Client User Manual

                          Author Information

I plan to keep working on it for fun, and if you want the latest version,
send something like $3 USD and you'll become a registered user or something
like that. You'll get the latest version, and each major version after that.
Also a discount on registered versions of the next couple of projects I plan
to start soon.

Dan Murrell Jr.
"Danimal" on IRC
djm2@ra.msstate.edu

McKee Trailer Park, Lot #7
Starkville, MS 39759