

Loves

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Chapter 1

Loves

1.1 Loves.guide/Main

```

  _____
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(   ( \  \   /   (   / | _  _ ) _ \ ( ) ) _ ) /   \
 \___) \ \_ \ \___) \___) \___) \___) \___) \___) \___)

```

P R E S E N T S

```

          x###x   x###x
          x#####n x# #####.## ###x   #####xx
##x      #####x#####
#####x   x#####" "#####. "#####" #####. "#####" #####x.
"#####  #####   ##### "#####" x##### "" "##### "###
"###x     #####   ##### "#####" .###"#####   #####.
#####   ##### "#####. .#####"   "#####"   .#####   "#####
"#####.##### "#####"   #   #####   x###x .x#####
#####"#####"   "#####"   "#####" #####"#####"
"#####"   ""   "#####"   ""   "#####"
   ""

```

·By Markus Mannevaara·
·©1995 CircleSoft·

(<http://www.abo.fi/~jbeijar/circle.html>)

```

INTRO      What the F#@K?
COPYRIGHT  Who can have it?
REQUIREMENTS  What do I need to get it kicking?
INSTALLATION  How do I get it kicking?
USAGE       Uhh, then what?
METHODS     How to do Loves by hand!
HINTS & TIPS  Try this!
HISTORY     In the beginning, there was...
BUGS       Maggots, weevils, worms....
TODO       The future is so bright I have to wear shades!
CONTACT    How to blame us...
OUTRO     Goodbye!

```

About us:

CIRCLESOFT Who are we?
OTHER PRODUCTS Check these out!

<<< CircleSoft >>>

1.2 Loves.guide/Introduction

Have you ever been bothered by any of those painful questions about someone of the opposite sex? Like "Does she love me?" or "Is there any chance that we could end up as a couple?". If you have, Loves is the perfect program for you. If you haven't, have you ever wondered what two people think about each other? Loves can find that out for you too! If you are only trying to fill your HD, Loves can do that too.

With Loves you can find out what two people think about each other, and how big the chance is that these two will make a couple, just by feeding in these two persons' names.

NOTE: The calculation methods used by this program are purely scientific, therefore, the results may be frequently incorrect.

1.3 Loves.guide/Copyright

Loves and all related files (i.e. all the files in this archive) are copyright ©1995 CircleSoft.

You may spread this archive as much as you please, as long as the following conditions are observed:

- o The archive has to remain intact, no files may be changed, added, deleted or altered in any other way whatsoever.
- o No money may be charged for this program (PD-distributors may charge a small fee as disk payment.)

1.4 Loves.guide/Requirements

To run Loves you need:

- o AmigaOS v2.0 or higher.
- o Some names to input.

1.5 Loves.guide/Installation

To install Loves, just double-click on the Install-Loves icon. If this for some reason fails, follow the steps below.

1. Copy the executable to desired location.
2. Copy the documentation to desired location.
3. Copy the preferred icons from the "Icons" directory.
4. Delete the original files, unless you want to keep them.

1.6 Loves.guide/Usage

Simple, just type in a name in each stringgadget, and click on the button labeled "DO IT!". A result will be displayed in the textgadget. This is the chance (in percent) that the two persons will make a couple some day.

There is also a menu, the Project Menu it doesn't really contain any useful stuff, but it's there..

Reading the results

This might require some explanation. When you have typed in the names, and clicked on 'DO IT!', the Textgadgets display some information.

The gadget on the bottom, with the label 'Result (%)', displays a percentage value, this is the possibility of these two persons making a couple. Below 50% means it's more unlikely that they make a couple than that they do, and vice versa. So hope for over 50%.

The gadget to the right of each name displays the way the person in question feels for the other person. This gadget can hold 'Love', 'Friendship', or 'Hate'. Naturally, it's more positive if it reads Love, than when it reads hate.

For more information on how Loves works, read Methods!

1.7 Loves.guide/Usage/Menus/Project

```
About -- RightAmiga-? -- Displays a little info about Loves and it's
                        author, me.
Quit --- RightAmiga-Q -- Quits loves.
```

1.8 Loves.guide/Hints & Tips

- o If the percentage you get is, shall we say, inadequate, you can try with the full names, only the first names etc. This might give you higher (or lower) results.
 - o Check out our homepage at "<http://www.abo.fi/~jbeijar/circle.html>"!
 - o Look out for a game called 3DTanxX!
Mail us for more info! Or check out our Homepage!
-

- o Send bugreports and suggestions to us!
- o Get yourself MagicWB!
- o Buy an accelerator, you won't regret it!
- o Support the Amiga!
- o Buy Alien Breed 3D Special Edition, or Alien Breed 3D! They are Doom-clones, but good ones!

1.9 Loves.guide/History

XX.XX.199X v1.0

- o First public release.

1.10 Loves.guide/Bugs

- o When calculating the result, all the characters in the strings are converted into lowercase. Therefore, the next time the stringgadgets are activated, the strings are turned into lowercase.
- o The texts in some gadgets aren't always centered in the GT-version but this isn't my fault.

1.11 Loves.guide/ToDo

1.12 Loves.guide/Contacts

Mail bugreports and suggestions to Markus (Manne) Mannevaara at:

E-mail: (preferred)

mamannev@bilbo.abo.fi

Snail-mail:

Markus Mannevaara
Sandviksgatan 1L6
FIN-65100 VAASA

And don't forget to check out our homepage at:

<http://www.abo.fi/~jbeijar/circle.html>

1.13 Loves.guide/Methods

As an extra bonus we are going to release the method how this program calculates the percentages.

As an example that we are going to use throughout this tutorial we have two fictional persons, Gregor Lindström and Petra Barbatjov.

1. Setup the names something like this: (This step is not necessary but it looks good and makes it easier to explain.)

```
Gregor Lindström
```

```
L O V E S
```

```
Petra Barbatjov
```

2. Count the number of 'L's, 'O's, 'V's, 'E's and 'S's in the two names. The difference in case doesn't matter. It will now look something like this. (All the LOVES-characters are replaced with '|', for symbolic reasons.)

```
Gr|g|r |ind|tröm
```

```
1 1 0 1 1
L O V E S
0 1 1 1 0
```

```
P|tra Barbatj||
```

3. Add the amount of each characters so that we only get one five-digit value. We can leave the names for now, since we don't have any use for them until later.

```
1 1 0 1 1
+ 0 1 1 1 0
=====
1 2 1 2 1
```

4. Add the digits that stand side-by-side with each other, like this.

```
1 2 1 2 1
 \+/ \+/ \+/ \+/
 3 3 3 3
```

Repeat this step over and over again until you have a two digit number.

```
1 2 1 2 1
 3 3 3 3
 6 6 6          (Coincidince! Honest!)
```

Now there is a problem. In the next step we will get two-digit numbers. In cases like this, we just split the numbers up into their digits and continue as before, so:

```

      6      6      6
      \ +/ \+ /
      1 2 1 2
      3 3 3
      6 6

```

In this example, the possibility of Gregor Lindström and Petra Barbatjov making a couple is 66%, this is over 50%, which is good.

- Now we want to find out what these two people think about each other. Take the two names again, and start searching for equal letters in the names. If any are found, cross them over, like this:

```
G||g|| Linds|röm
```

```
P|||a Ba|batj|v
```

- On the characters that are left, start counting 'Love', 'Friendship', 'Hate'. Starting with Love on the first character, and Friendship on the second, and continue as if you counted '1 2 3 1 2 3...'. The feeling you are on when at the last character is the way the person in question feels for the other one.

Repeat this for both. The result in our example is like this:

```

( 1 = Love      )
( 2 = Hate      )
( 3 = Friendship )

```

```
G||g|| Linds|röm   1 = Love
1  2   31231 231
```

```
P|||a Ba|batj|v   Hate
1  2  31 2312 3
```

So now we know that Gregor Lindström loves Petra Barbatjov, but Petra Barbatjov hates Gregor Lindström, and there is a 66% possibility of these two making a couple.

That's how Loves works. But if you have any other similiar 'formulas', feel free to tell us about them. and we might include them in future releases of Loves.

1.14 That's the End... See ya!

Before we quit. We would like to do some greetings and credits & stuff. We would like to greet (and thank):

- o ESCOM & Amiga Technologies for taking over the development of the Amiga. We are counting on you!
- o Mark Thomas for Textfield.gadget
- o Martin Huttenloher for MagicWB.
- o Tom Oszczepalski & Paul Henrik for SmallBench.
- o To all the users of Pandora (BBS), the Kingdom of Peik Il Sung.

- o The Farm, for the absolutely superb game Roketz!
- o Juliet & Case for perhaps the best demos ever!
- o Rolf Smeds & Thomas Byholm for being dedicated members of Circle. Soon maybe even CircleSoft.
- o All the people on channel #Amiga and all Amiga-users.
- o Everyone we forgot, for everything we forgot!

People we like to greet just for being who they are:

- o Disa Hägg

So, that's all, you can delete it now, but you will never get the source. (X-Files rewlz...) Oh, and a wappie New Year!

VISIT OUR HOMEPAGE! OPEN IN LATE DECEMBER OR EARLY JANUARY!

1.15 Loves.guide/Other People's Programs

MagicWB is copyright ©???? Martin Huttenloher (xen@magic.in-ulm.de)

We don't know where it can be found on AmiNet, we don't even know if it can be found on AmiNet.

SmallBench is copyright ©???? Tom Oszczepalski & Paul Henrik

It can be found on AmiNet in 'pix/mwb/SmallBenchXX.lha'. (Where XX stands for the version. (11 is the latest when releasing this.)).

1.16 Loves.guide/Other Products

3DTanxx

An artillery duel type game, with a whole new dimension! Don't miss it! Preview out in late December or early January! Screenshots available at our homepage!

Misc

Misc is a Note-keeping *and* Logging program. It is very configurable. (as configurable as you could expect from a program of it's kind.) The note-part is quite basic, you can write down small (or big) pieces of text, that you can read later on from Misc, without having to load an editor and find the specific file. The log-part is there mainly for developers, who want to make a history-file of a program. (It's very easy to make one with Misc's different functions.) Or to anyone else, who wants to keep a log of something.

The program uses MUI, we didn't try to make this a small-and-resource-

friendly-and-nifty(-and-very-limited) program. We didn't want to sacrifice any features just to make it small.

Misc can be found on AmiNet in: `util/misc/Misc.lha`

RamChanger

Manipulates your memory in a very sophisticated way (shuffles the bytes around), with a very advanced algorithm (rand()). Hours of bore can be killed using this program (Trying to fix your computer afterwards). The author (Anden) takes no responsibility whatsoever for any primary or secondary effects of use or misuse (Yeah right!) of this program. Are you a wimp? No? Prove it! Run RamChanger on your Amiga!

CSMWBPack

Short for CircleSoftMagicWorkBenchPack. It's a pack of Icons, MUI-Brushes and some PointerEyes for MagicWB.

CSSBPack

Short for CircleSoftSmallBenchPack. Same as previous, but it follows the Smallbench standard. (Screenmodes with 1:2 pixel aspect. E.g. High-Res NoLace.)

1.17 We! The People!

CircleSoft... What can you say? We are a group of Amiga-fanatics, who have decided to do something about their situation. We live in Finland, it's a country, faaar up north... It's the place where you can see Ice-bears walking on the streets. NOT! No really, if you don't know where finland is, buy a map. Or watch the .guide icon very closely.. ;)

For the moment we consist of five (5) persons, who are, in alphabetical order of their nicks: Andreas (Anden) Blomqvist, Dag (Dag) Ågren, Joakim (Jocke) Beijar, Markus (Manne (me!)) Mannevaara, and Vilgot (Vigge) Strömsholm. Some of us have known some of the other of us for long, but the great unity happened in a local BBS called Pandora, in a private message area called Circle. Thereof the name; CircleSoft.

But that's not what you want to know, right. We have some more or less interesting projects going on, you can read more about them in Other Products, and even more on our homepage. We are trying to be very quality aware (that's why we use the Amiga!) when making our software, so if you have anything to comment, please, do so! We are also trying to keep our software very cheap, if not free. No-one wants to pay huge amounts of money for small programs. We know that.

We haven't released much yet, but we are trying to get more stuff out on the market as soon as this one is out. The projects that are most likely to come out in the near future are the ones listed in Other Products. But

believe us, we have some nifty ideas hidden somewhere.

See Contact for more info on how to contact us.
