

MiniArcanoid

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COLLABORATORS

	<i>TITLE :</i> MiniArcanoid		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

MiniArcanoid

1.1 Mini Arcanoid 2.9a

Mini Arcanoid v2.9a

The author's native language is polish, so please forgive bad spelling, grammar mistakes etc.

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1.2 MA Copyright

Copyright

This program is freeware. It is provided "AS IS" without warranty of any kind, and the author is not responsible for any damage this software may or may not do. So, use it at your own risk!

1.3 Introduction to MA

Introduction

As you've probably noticed - it's a game. And you probably played in similar games before.

This Arkanoid clone is very system friendly - it works in window and multitasks happily. However it's very simple, because the system can't handle too many moving objects in one frame.

1.4 Requirements

Requirements

MiniArcanoid requires Kickstart 2.0 (V37) or higher.

Theoretically it could work with 1.3, but it's not tested.

1.5 Installation of MA

Installation

Use installer script supplied with this game. If you want to install it manually - just copy MA drawer wherever you want.

1.6 Rules

Rules

It's simple - destroy all bricks with your ball. Sometimes, when you destroy the brick, a letter starts falling. When you catch the letter, it will give you:

E - one life more

B - bonus - 50 points

N - instantly jumps to next level

S - slow down ball

G - glue (try it!)

H - hardball - bricks destroyer !

Points:

grey bricks from dark to light: 1-4 pts.

blue bricks from dark to light: 5-8 pts.

every letter: 10 pts.

You will get extra life every 2000 pts. The game has 25 levels and 3 stages.

1.7 Main menu

Menu

There's four gadgets:

START

OPTIONS

JUMP TO

ABOUT

1.8 Options

Options

Here's all game options:

Priority: +10

Centre window: X AXIS Y AXIS

Screen position: 88 0

Screen size: 464 212

Screen type: WORKBENCH TEST

At error: FLASH SCREEN

Sound: STEREO

Sound volume: 64

Channel mixing: 5%

While playing

the close gadget is DISACTIVATED

and the mouse pointer is ON

Screen rendering: SYSTEM

Joystick sensitivity: 10

Highscores: CLEAR JOIN SHOW LOAD SAVE

save: IN GAME DON'T ASK

USE - use this options SAVE - save options to disk

1.9 Priority

You can control priority of the game by entering a number in the priority field. You can set negative priority by pressing + gadget.

For A500 the good priority is +20. For faster computer any number greater than 0. You can set 0 or less, but then the game may not get needed amount of CPU time (and it will be not so smooth).

Even if you set high priority, this game will use as much CPU power as it needs, no more. It's almost 90% on A500 with system rendering, but on A1200 with Fast RAM and direct rendering it will take less than 10% of CPU time (4-8%).

1.10 Centre window

With these gadgets you can centre game's window horizontally (X AXIS) or vertically (Y AXIS).

1.11 Screen position

These two gadgets controls x and y coordinates of the screen.
It works only with **CUSTOM** screen.

1.12 Screen size

Here you can enter x and y size of game's screen. Apply only to **CUSTOM** screen.

1.13 Screen type

By pressing this gadget you can select type of game's screen.
If WORKBENCH is selected, the game opens window on Workbench screen, else it creates own screen. You can control **position** and **size** of CUSTOM screen, but screen mode is always PAL, high res; use screen promotion utility to change it.

1.14 Errors happens

With this gadget you can select what to do when error occurs (to blink, or not to blink ?).

1.15 Sound

Here you can select sound mode: MONO, STEREO, or turn sound OFF. Make sure, that your speakers are connected properly - left to left audio output and right to right!

1.16 Volume

Volume of sound - from 0 (silent) to 64 (loud).

1.17 Mixing

This number tells you, how much one channel is mixed with another. Good for headphones.

1.18 Close gadget

Using this option you can disable window's close gadget when you're playing - so you can't accidentally press it.

1.19 Mouse pointer

If this option is set to ON, the mouse pointer will disappear while playing.

1.20 Rendering

The game can render all objects using the system or by direct operations on screen bitmap using the processor. Processor rendering is much faster than system (about 3x on A1200), but it will work only when game's window is frontmost and it isn't GFX-card compatible.

1.21 Joystick control

When you're playing on a joystick, this value sets speed of the bat.

1.22 Hiscores control

CLEAR - clears hiscore table

JOIN - joins hiscores with your friend's scores. This function needs reqtools.library for file requester.

SHOW - shows scores

LOAD - loads scores from disk

SAVE - saves scores to disk

1.23 Hiscores saving

Here you can select hiscores saving method:

IN GAME - save hiscores every time you set a record

ON EXIT - save scores when you quit this game.

MANUAL - don't save scores, unless you select **SAVE** gadget

ASK - the game will ask you before saving hiscores

DON'T ASK - it will save without asking

1.24 Jumping to other screens

Jumping to other screens

When you press JUMP gadget, list of opened screens will appear. You can select from this list, to which screen jump, or cancel operation by pressing "GO BACK". You can jump to ALL screens - not only public, but some programs may not work with this game on their screen.

1.25 Game control

Game control

ESC - quit playing

P - pause; any other key to continue

SPACE - push the table (not too much !)

RMB - iconify

Use mouse or joystick to move the bat, LMB or fire to release the ball.

1.26 Cool features

Cool features

While sleeping you can drag game's window to any other screen ! How to do it: first, make the screen you want to move the window to frontmost, then drag it down to see game's window, catch the window, move down to your destination screen and release the button.

Auto pause feature: the game will be automatically paused if any other program changes the active window.

Secret password: type it on the main screen to enter cheat-mode.

1.27 Acknowledgements

Acknowledgements

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Thanks to Andreas Frank and Andeol Thierry for testing MiniArcanoid with CyberGFX.

Thanks to Simon Sattes for auto-pause feature idea.

Greetings to all my friends and all who reported bugs.

1.28 Bugs

Bugs

Known bugs and disadvantages:

- Sound is done by direct hardware banging, without channel allocation. It's too much work to add audio.device routines. Anyway, it works, and if you want to play and listen modules - turn off the sound!
- It can't load too long samples.
- It uses only Topaz 8
- Looks bad in interlace
- Bad collision detection - this is for speed. More precise version is 2x slower!

1.29 Future

Future

No new features planned. I'm tired of making this game. If anyone want to continue this project the source is available in dev/src directory on Aminet. But beware, it's a BIG mess!

1.30 Ancient times

History

1.0-1.9 - Not released versions.

2.0 - Added 5 levels

Added stages

Powerpacker support added

More options

2.1 - One sample added

Some bugs fixed

Jump gadget added

More options

2.2 - Some GFX changes

Some options renamed

Mouse bug fixed

Documentation written

Added installer script

First Aminet release

2.3 - Removed 3 stupid bugs

Auto-capitalization removed

Cheat mode added

2.4 - Removed bugs in memory allocation

2.5 - All bitmaps now longword aligned

2.6 - XOR emulation for CyberGFX TrueColor modes added

2.7 - Bugs in CLI detaching fixed

No more graphical bugs on CGFX

System requesters used on Kickstart V36+

Uses timer.device for timing instead of VBL

2.8 - Some cosmetic corrections

Changing ball speed and direction by pressing space added

2.9 - Auto pause added

No more lame RMB testing (now uses intuition instead of BTST #10,\$DFF016)

Tilt improved

2 more samples

2.9a - GFX bug in intro fixed

Auto pause now optional

1.31 My address...

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