

History

COLLABORATORS

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WRITTEN BY		August 22, 2024	

REVISION HISTORY

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Chapter 1

History

1.1 Soliton <History>

H i s t o r y

- V2.00
99-03-06
- * Freecell game mode. Soliton now consists of 2 programs: Soliton Klondike and Soliton Freecell.
 - * Unlimited number of profiles, Klondike and Freecell share profile settings.
 - * Persistent statistics for all sessions.
 - * Modified standard cardset. Medium, small and big cardset included to the distribution to fit to all screenmodes.
 - * Updated install script (Better icon positioning, ...)
 - * Improved pile positioning when changing window size.
 - * Updated documentation, seperated Copyright section.
 - * Removed all translations, they all need to be updated more or less. Note: a new polish translation is already been worked on by Mariusz Danilewicz.
 - * Reko2Soliton.ifx updated (Thanks to Cary Driscoll)
- V1.71
99-01-30
- * Fixed background pattern bug.
 - * Increased number of profiles to 20. (If you have so many Soliton cardsets, why don't you upload some of them to Aminet? ;-) The old configuration file cannot be read anymore, sorry.
 - * Builtin pseudo-cardset for situations when no cardset can be loaded. It is ugly, you should never see it.
 - * Fixed a score cheating bug.
 - * New translation: Dansk
- V1.70
98-04-13
- * All <n> cards are displayed when playing "open <n> cards".
 - * Re-enabled 'block moves' option.
 - * No more flickering when starting to drag a card.
 - * I hope that beta-testing is finally over with this version!?! I think that everything is ok now, but...
- V1.61 beta
- * External MCC_Cardgame class. It may become public in
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- 98-03-28 future. Mail me if you think you could use it!
- * Probably fixed problems with cards not getting cleared in V1.60 beta. Maybe even fixed the strange old flying cards bug???
 - * V1.60 beta allocated huge memory blocks. Not funny.
 - * Non-opaque card movement if buffers cannot be allocated.
 - * Separated this history file from Soliton.guide.
- V1.60 beta
98-03-21 * Rewrote playfield class completely:
- automatic clipping when screen too small for cardset
 - different layout mechanism
 - maybe some more bugs because everything is new?
 - maybe some bugs fixed because everything is new?
 - the options 'Opaque cards', 'Beep', 'Auto open topleft' and 'Block moves' did not survive. Opaque cards is now on by default, the other ones are off. Mail me if you miss one of them.
- * Polish catalog
 - * Cool-buttons hide their images of small screens, so there is no need for standard buttons anymore.
 - * Lost games counter and timer start not before you touch a card.
 - * Included "Cards_MagicWB" by Kai Hofmann. It should look better on 8 color MWB screens than the default cardset.
- V1.51
97-12-22 * New Swedish documentation and catalog update.
- * French catalog updated.
 - * New translation: Suomi
 - * Fixed scoring bug for some strange moves.
 - * Extended doubleclick feature: doubleclicking a card now executes ANY possible move.
 - * The exotic "one file for each card" file format is not documented anymore. As far as I know it has never been used. (Please tell me if you still need it)
- V1.50
97-06-01 * Rewrote drag'n'drop mechanism. Now there is smooth card movement at the end of a drag'n'drop and smooth (flying) drag abort.
- * Multi level, flying undo.
 - * Reduced minimal window size again. This is necessary to startup on small screens.
 - * New scoring system (influenced by game time), score display in main window, highscore list.
 - * Translation update: Nederlands
 - * Fixed Reko2Soliton.ifx (Thanks to Nathan Black).
 - * Cosmetics in About window. Did you ever look at it?
- V1.40
97-05-03 * Soliton is now much more tolerant concerning the correct drop position. That means: less "beeps" for you!
- * Fixed double checkmarks in profiles menu.
 - * Reenabled friend bitmaps for Cybergfx -> faster.
 - * New translations: español, Nederlands
 - * Redesigned default cardset
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* PPaint7 script to convert cardsets to Soliton format.

V1.31b
97-04-10

* Fixed possible crash/hit at startup.
* Fixed possible deadlock with drag'n'drop.
* Statistics window remembers position now.
* Updated translation: Svenska.
* Fixes standard design move button.
* Disabled 'flying card' by default. The feature seems to be buggy and crashes on some machines. Please read "readme.1st" for details!
* Added graphics hardware check in About window and compiled without optimizations for debugging purposes.
* Move indicator disappears completely when disabled.

V1.30
97-03-09

* Move indicator button
* "Cool buttons" ;-) on the left side of the window.
* Cards 'fly' to their destinations.
* Cardset-pattern-profiles selectable via menu.
* Fixed bug with dragged cards trashing display.
* Opaque cards switch has been ignored sometimes.
* Display beep and 'Auto turn topleft' can be disabled.
* Fixed 'Help' menu item.
* ImageFX scripts to convert cardsets to Soltion format.
* Fixed cleanup bug when auto open was switched off.
* Rules bugfix : A on 2 now allowed (quite useless anyway), but no more K on A. Ability to move cards back from the four destination stacks.
* Optional are-you-sure-requesters before 'New game' and 'Quit'.
* New languages

V1.20
97-02-18

* Timer
* Statistics window
* Support of the V43-Datatypes for more than 256 colors.
* Increased rendering speed on screens with more than 256 colors (especially on CyberGraphics systems).
* New catalogs: Francais, Svenska
* Improved default cardset a bit.
* Drag point could jump away when dragging cards very fast.
* Reworked install script.

V1.10
97-02-08

* Implemented UnDo.
* Optional opaque card movement.
* Drag'n'drop begins when you move the mouse, not before. Right mouse-button aborts drag'n'drop.
* Size of covered cards depending on windows height.
* Automatic turn-around of topmost cards can be switched off now.
* Cosmetics in some requesters and settings window.
New icon.
* New games were immediately cleaned up sometimes. Oops.
* Internally: KaiLib ;-)

V1.00 * First version
97-02-01