BattleDuel

Jochen Terstiege

COLLABORATORS

	TITLE : BattleDuel		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Jochen Terstiege	December 14, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

BattleDuel

1.1   Battle Duel Documentation

_____ __ __ __ _____ __

/_ __ / _/ /_ _/ /_ / / /_ __ / / /

/ /_/ /_____ / __// __// / _____ / / / /__ __ _____ / /

/ __ // __ / / / / / / / ___/ / / / // / / // ___// /

__/ /_/ // __ / / /_ / /_ / /_ / __/_ __/ /_/ // /_/ // __/_ / /_

/_____// _/ /_/ /___/ /___// __// ____// _____// ____// ____// ___/

BattleDuel V1.00

Copyright © 1995 Jochen Terstiege, Michael David, Marco Seine

1. Introduction

1.2 Motivation

1.1 Motivation

================

We got the idea for BattleDuel when we played 'Artillery Duel' on the C-64.

After some hours of playing we got nerved by some small bugs and other

insufficincies. Soon we agreed to program an Amiga version.

There are already some games of this type on the Amiga but they mostly lack

good graphics and game play. We wanted the game to be very near to the

orginal. Furthermore we (and others) got many ideas about improvements and

options that had to be build in :-)

After some months of hard work the time has come:

the first official version of BattleDuel is finished!

Have fun...

1.3 Features

1.2 Features

==============

BattleDuel

· can be played with up to 4 players

· offers computer opponents with selectable difficulty

· has 4 play modes: normal duel-mode, 2 tournament-modes and a practice mode

· is programmed completely (hm, nearly) system friendly

· is multitasking friendly

· adjusts to AGA automatically (only 1 program)

· has nice graphics and sound-effects

· has a nice gadtools interface

1.4   AGA Copper

The only exception is the copperlist which is used by the AGA-version.

1.5   Requirements

1.3 Requirements

==================

To play BattleDuel you need:

· Kickstart2.04 or better

· at least 1 MByte Chip RAM, if you want sound (sorry)

· an assign BD: to the BattleDuel directory

· at least one background in the landscapes directory

1.6   Control Panel

2.1 Control Panel

==================

With this window you can control the complete program. The Help-key shows you

the online help.

If you want to abort a running game, click on the Game-Menu-gadget.

Gadgets for program control:

Recalculate Calculate a new landscape

Game Menu Game Menu Window

Player Menu Player Menu Window

Preferences Preferences Window

Highscore Highscore Window

About About Window

Gadgets for cannon control:

Barrel Change the angle

Powder Change the amount of powder used

Information gadgets:

Victories Number of victories

Score What is your score?

Damage How much damage have you suffered?

1.7 Recalculate

With this gadget you can calculate a new landscape. It is activated only if a new duel is started and no player has fired yet. So you have the possibility to change an "unfair" landscape.

1.8 Game Menu

2.2 Game Menu

===============

In this window you can change the settings for the games.

Gadgets

Player1-4 Player

Game Mode Type of game

# of Players Number of players

Game Level Difficulty of the game

Game Mode Options Special settings

Load Settings Load other settings

Save Settings Save current settings

Reset Reset the settings

Cancel Don't change the settings

Start Game Use settings and start the game

1.9 Player

With these 4 gadgets you can change the players for the games. It is possible to use 2, 3 or 4 players (dependent on the game-mode). To select a player you first have to select him from the list (Available Players) then you click on one of the activated player-gadgets (e.g. Player2). You have to fill in the selected number of players or the game won't start. If there are not enough human players you can fill up the rest with computer players.

1.10 Type of game

You can select between 3 game-modes:

1) Duel Mode:

normal mode, 2 players

2) Tournament Mode:

tournament mode, 3 or 4 players (dependent on tournament mode)

3) Practice Mode:

practice mode, 2 players

For more options see Game Mode Options!

1.11   Number of players

With this gadget you can select the number of players for the tournament-mode
"Each vs Each".

1.12   Difficulty of the game

You can select between 3 difficulty levels: Easy, Medium and Hard.
The only difference for now is the maximum strength and the maximum change of
the wind speed. This can change in the future.

1.13   Load other settings

A settings file (with players, game mode, game mode options, ...) is loaded
from the settings directory. The file 'Default.set' is loaded everytime
BattleDuel is started. If you want to save the current settings as "default"
you must use this name!

1.14   Save current settings

A settings file (with players, game mode, game mode options, ...) is saved to
the settings directory. You don't have to enter the extension ".set"; it is
appended automatically.

1.15   Reset the settings

The settings for players, game mode and number of players is reset to default
values.

1.16   Don't change the settings

The new settings are not used and the window is closed.

1.17   Use settings and start the game

The settings are used and the game is started.

1.18   Special settings

2.3 Game Mode Options

======================

In this window you can change the settings for the current game mode (all

other settings are not changeable!).

Duel Options

Best of x Duels How many duels?

Unlimited # of Duels Unlimited number of duels?

Looser starts The looser starts the next duel?

Tourmament Options

Mode Tournament mode

Practice Options

Wind Wind?

Max Wind Maximum wind speed

Max Change Maximum change of the wind speed

Show Flight Path Show the flight path?

Misc Options

Cannon Fail Failure of cannon possible?

Probability Probability for cannon failure

No Full Hits No full hits possible?

Use Use current settings

Cancel Don't change the settings

1.19   How many duels?

Here you can enter the maximum number of duels. This value is only an upper

bound, you certainly can quit the game earlier. The allowed range is 1..99.

1.20   Unlimited number of duels?

If you don't know how many duels you want to play, simply activate this

gadget. You then really can play an unlimited number of duels, but you should

quit the game after 10 hours :-)

1.21   The looser starts the next duel?

With this gadget you can select if the looser or a random player starts the

next duel (for the first duel a randomly selected player is used).

1.22   Tournament mode

K.O. System

Only the winner of a duel advances one round (there are 3 duels: 2 half
finals and one final). This mode is only possible with 4 players!

Each vs Each

Each player has to play against each other, i.e. with 3 players there are 3
duels and with 4 player there are 6. The player with the most victories is
the winner.

1.23   Wind?

With this gagdet you can select between wind and no wind.

1.24   Maximum wind

Here you can enter the maximum wind speed. The allowed range is 1..20.

1.25   Maximum change of the wind

Here you can enter the maximum change of the wind strength. The allowed range
is 1..10.

1.26   Show the flight path?

The flight path of the cannonball with the current settings is shown (and
erased). This option is particularly useful for beginners to learn the game.
(If your computer is slow you won't have much fun with this option, because a
lot of calculation is necessary!)

1.27   Fail of cannon possible?

With this gadget you can select, wether you want to have cannon failures or
not. A cannon failures always happens at random. If your cannon fails, the
cannonball has not as much power as normally. It is possible that you hit
yourself if the wind is strong enough :-)

1.28   Probability for cannon fail

You can select the probability for a cannon failure. The allowed range is
1..20%.

1.29   No full hits possible?

If you activate this gadget then full hits (i.e. 100%) are not longer

possible. The maximum damage per hit now is 75%.

1.30   Use current settings

The settings are used and the window is closed.

1.31   Don't change the settings

The settings are not used and the window is closed.

1.32   Player Menu

2.4 Player Menu

=================

Within this window you can enter new players, remove old ones, change the

skill level for computer players and change the player names. Furthermore you

can view the actual statistics for every player.

Active Players

In this list all players are shown. It contains the following columns:

Typ : C for computer, H for human players

Skill Level : E for Easy, M for Medium, H for Hard

- for human players

Name : Name of player

Player statistics

Duels : Number of duels

Victories : Number of victories

Total Shots : Number of shots

Total Hits : Number of hits

Total Hit % : Percentage (Number of hits per 100 shots)

Skill Level : Skill level (only for computer players)

Score : Total of all scores

Best Score : Best of all scores

Hit % Analysis : Figure of the Hit % of the last 50 duels:

the higher the value, the better

the red line shows the mean value (corresponds to Total

Hit %)

Rank : Actual rank

Gadgets

Add Enter new player

Remove Remove player

Edit Change values of player

Reset Values Reset the player statistics

1.33   Enter new player

You can enter the name, the type and the skill level of a player. Every name
can appear only once. If you enter a name that already is present you have to
enter a different one. In the most cases you will select 'Human' for the type
of a player, because the computer players are only the opponents and can not
be played by humans. The skill level is only for computer players. The higher
it is, the better the computer will play.

1.34   Remove player

You have to select the player you want to remove from the player list. After
a security request it is deleted and gone forever.

1.35   Change values of player

You can change the name of a human player afterwards. In addition to this you
can change the skill level of computer players. For the values see
Enter new player.

1.36   Reset the player statistics

After a security request all values of the player statistics are reset to 0.

1.37   Preferences

2.5 Preferences

=================

Gadgets

Graphic Prefs Graphic Preferences

Sound Prefs Sound Preferences

Save Save settings

Use Use settings

1.38   Graphic Preferences

Trees

Shall trees be drawn in the landscape?

Flag Animation

Shall the flag move? If not, only after the wind changes a new picture is

drawn (on a slow computer (e.g. A500) it is better to turn off the animation,

because it uses to much calculation time and the whole game runs very slow).

Move Barrel

Shall the barrel move while changing the angle or only afterwards?

Shake Screen

Shall the screen shake when hit (or a miss strikes in the near vicinity of

the cannon)?

Hit Explosion

Shall an explosion be shown when hitting a cannon?

Ground Explosion

Shall an explosion be shown when hitting the ground?

Landscape

With this slider gadget you can select the appearance of the landscape.

'Flat' means a really flat landscape, while 'Rough' means a mountainous

landscape. (This setting is first used when a new landscape is generated).

Ground Draw

With this slider you can select the speed with which the landscape and the

trees are drawn. (Some people like it, if the landscape is drawn slowly, like

it was on the C-64 :-) [If the slider is on the right the landscape is drawn

as fast as possible, without a delay]).

Shoot Speed

Here you can change the speed of the cannonball (don't make it to slow,

because it then looks very unrealistic).

Barrel Speed

The speed at which the barrel moves (only makes sense if 'Move Barrel' is

turned off).

Background Directory

The directory in which the backgrounds are. Only change this if you know what

you do! New or changed backgrounds can be saved into this directory. After a

new start of the game they are used too.

Background Load

In which order shall the landscapes be loaded? 'Random Order' means at random

while 'In Order' means one after the other.

1.39   Sound Preferences

Game Music

Turn the 'Game Music' on or off.

Highscore Music

The 'Highscore Music' is played only if a new player gets into the highscore

list.

Sound FX

The 'Sound FX' are all used while you play a game.

1.40   Save settings

The actual settings are saved into the file 'BattleDuel.prefs'.

1.41   Use settings

The actual settings are used but not saved.

1.42   Highscore

2.6 Highscore

===============

In this window you can see the Top Ten of BattleDuel players. Only human

players appear in this list. The list is sorted according to the 'Average

Score', i.e. the average score for one game (score / number of duels).

The highscore list is saved automatically after every change. The CLR-gadget

clears (after a security request) the whole list!

1.43   About

2.7 About BattleDuel

=====================

In this window informations about BattleDuel are shown. If you are a

registered user, all information from the keyfile is shown too.

1.44   Barrel

With this slider gadget you can change the angle of the barrel. The allowed

range is 0 to 90°.

1.45 Powder

With this slider gadget you can change the amount of powder. The allowed range is 1 to 150 (1 means 'very feeble', 150 means 'very strong').

1.46 Victories

In this gadget the number of victories of the actual game are displayed.

1.47 Score

In this gadget the sum of all scores of the actual game are displayed (one game consists of several duels).

1.48 Damage

In this gadget the damage status of the cannon is shown (0 means 'no damage', 100 means 'write-off'). Furthermore you can see the damage on the colored display.

1.49 Speed

3.1 Speed

===========

BattleDuel is too slow on your computer? The first thing you should do, is toturn off the flag animation, because on slow computers it uses too much calculation time. If this doesn't work you should control the following settings:

Problem: the landscape is drawn too slowly

Help: change the Ground Draw in the Graphic Prefs to 'fast'

Problem: the cannonball flys to slowly

Abhilfe: change the Shoot Speed in the Graphic Prefs to 'fast'

In both cases the dual case holds, i.e. if the cannonball flys to fast you should change the Shoot Speed to 'slow'.

1.50   Memory

3.2 Memory

============

BattleDuel needs at least 1 MByte memory! If you only have 512 KByte Chip

memory you won't hear any sound (sorry for this).

The following is a table of the memory requirements:

| With Sound | Without Sound

ECS | 0.6 MB Chip | 0.3 MB Chip

AGA | 0.8 MB Chip | 0.5 MB Chip

1.51   graphic_boards

3.3 Graphic Boards

===================

Of course you can direct the BattleDuel screen onto a graphic board. This was

successfully tested on the PicassoII! The only disadvantage is that all

graphic boards (until now) don't have a copper emulation, i.e. the generated

copperlists of the program are not displayed. Because of this the sky and the

damage display consist of only one color and therefore they don't look that

good.

1.52   known_bugs

3.4 Known Bugs

================

If you own a computer with the old Denise chip 8361 (the one before ECS) you

can see strange effects if you pull down the BattleDuel screen. It seems that

the copperlist is not displayed correctly. This is NO bug in BattleDuel

because if you display PCHG pictures (where the colors are changed with the

help of the copper) you get the same effects. If someone knows how to stop

this he should contact us.

1.53   why_register

4.1 Why register?

==================

The following functions are disabled in the unregistered version of

BattleDuel:

· you can't play a tournament

· the highscores are not saved

Why are this functions disabled? Well, we worked on BattleDuel for over 5
months and we want to improve BattleDuel in the future. With your
registration you help us with this plan. Furthermore you can get all updates
for free (see Updates).

1.54   registration

4.2 Print formular

====================

If you want to register for BattleDuel you have to fill out a formular and
send it with the registration fee to one of the authors. You then get a disk
with the newest version of BattleDuel (with some additional backgrounds) and
your keyfile as soon as possible.
If you want to print the formular right now, please turn on your printer and
klick onto the following button: Print formular .

1.55   Updates

4.3 Updates

============

First of all: updates are free! I.e. if you have registered then all new
versions of BattleDuel will work with your keyfile.
We will try to spread out updates as fast and as wide as possible (e.g. per
Aminet or Fred Fish). If you don't have access to this (e.g. per CD-ROM or
ftp) you can send a Disk with a sufficiend stamped envelope (2,- DM) to one
of the authors. You then get the newest version of BattleDuel for free. This
is only for registered users within germany. (But please don't expect that we
finish a new version every day :-).

1.56   Keyfile

4.4 Keyfile

============

If you have registered you get a keyfile that activates all disabled
functions. The keyfile should be located in the same directory as BattleDuel
but you can copy it to the S: or DEVS: directory! The keyfile contains the

following informations:

· number of registration

· date of registration

· name and address

It is strictly forbidden to give the keyfile to other people!

1.57   History

5.1 Development

=================

Version 1.00

1.58   History Version 1.00

This is the first official version of BattleDuel!

1.59   future

5.2 Future

=============

Possible extensions:

· different types of cannons

· other weapons (cannonballs)

· new backgrounds (e.g. desert)

Suggestions, hints, etc. are welcome...

1.60   authors

6.1 Authors

==============

Program, Documentation:

Jochen Terstiege

Im Norden 4

45721 Haltern

Deutschland

Tel: +49-(0)2364-6211

E-Mail: terstieg@palme.informatik.uni-dortmund.de (until october 1995)

Graphic, Animation:

Michael David

Von-Galen-Straße 8

45721 Haltern

Deutschland

Tel: +49-(0)2364-6714

Music, Sound-Effects:

Marco Seine

Im Norden 16

45721 Haltern

Deutschland

Tel: +49-(0)2364-68798

1.61 thanks

6.2 Thanks to

===============

· all betatesters for their indefatigable engagement for searching for bugs:

- Matthias Breuckmann

- Joachim Kitzmann

- Ralf Kitzmann

- René Leipholz

· Dirk Stock, for testing BattleDuel on his A4000 :-)

· Thomas Biskup for a great number of good suggestions and tips

1.62 used_programs

6.3 Used Programs

==================

BattleDuel was mainly developed on an A3000 and two A1200.

Futhermore it was tested on the following systems:

· A500 (Kickstart 2.0)

· A1200 (Kickstart 3.0)

· A3000 (Kickstart 2.0 and 3.1),

· A4000 (Kickstart 3.0 and 3.1), with PicassoII

The following programs were used:

· SAS/C V6.51

· CygnusEd

· Enforcer and Mungwall

· DPaint IV

· Brilliance

· VistaPro 3.0

· Scenery Animator

· Protracker

The following programs are used for the installation of the game:

· Installer

· LX

Installer and Installer project icon

(c) Copyright 1991-93 Commodore-Amiga, Inc. All Rights Reserved.

Reproduced and distributed under license from Commodore.

INSTALLER SOFTWARE IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE;

NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY

OR RESPONSIBILITY IS ASSUMED.

LX is Copyright ©

Xenomiga Technology

1132 Bay Street

Toronto, Ontario

M5S 2Z4

Canada

1.63   licence

6.4 Licence

=============

1. This licence applies to the program BattleDuel, a game published by

Jochen Terstiege, Michael David and Marco Seine. BattleDuel is Shareware!

2. You are allowed to test BattleDuel for 14 days: after that period you

have to register.

3. This archive must not be distributed with the keyfile! Consider that it contains

your name to prevent you from giving it to others.

4. It is not allowed to distribute this program to make profit. A fee for the costs

of distribution (copying the disks, etc.) is permitted if the amount doesn't

exceeds 3,- DM!

5. Changes on any files of the BattleDuel archive are not allowed!

Furthermore the program must be distributed only as a complete archive with

all files!

6. You must stop the distribution of BattleDuel if one of the authors

demands it.

7. Through the use of BattleDuel and/or the distribution you agree

to this licence and all its instructions and conditions.

1.64   warranty

6.5 Warranty

==============

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE

LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR

OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND,

EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED

WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE

ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU.

SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY

SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL

ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE PROGRAM AS

PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL,

SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR

INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR

DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR

A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH

HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

BattleDuel was tested very intensive. But if you find any bugs you should

contact us. We will try to eliminate them as soon as possible.

1.65   Copyright

6.6 Copyright

==============

BattleDuel is Copyright © 1995 Jochen Terstiege, Michael David, Marco Seine