

als.library part of als

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Chapter 1

als.library part of als

1.1 als.library Contents

Advanced Lawnmower Simulator: als.library

Please note: Not all of this AmigaGuide has not been formatted. It will word-wrap and look good in all modes/fonts on AmigaGuide 39 or higher, BUT, unfortunately will seriously annoy owners of the original AmigaGuide.

Read me first! - Installation, Disclaimer, Bugs, CD Info...

Introduction - What is it?

Installation - Installing als.library

mowersim.lha - Just what exactly is it?

***** als.library** - Library user & developer information

Authors/Contact

Programs written/converted by Unsatisfactory Software 1996-8

»»» this is an edited-down version of the full als.guide «««

1.2 What is 'mowersim.lha'?

mowersim.lha

This is the biggest and best collection of lawnmower simulators ever!

As well as als.library, it also contains other Amiga versions (full screen original, enhanced ALS+ etc), a Casio calculator version, Acorn and Flex/MSX etc emulator versions.

Download it now! - Aminet game/misc/mowersim.lha

1.3 Installation of the library

Just double-click on the supplied 'install als.library' Installer script

1.4 Very (very) important ALS notes...

IMPORTANT NOTES

*** ANYONE WHO UTILISES ALS.LIBRARY IN THEIR PROGRAM ARE WELCOME TO INCLUDE

*** IT IN THEIR DISTRIBUTION ARCHIVE/DISK

5. The disclaimer bit:

THESE GAMES ARE PROVIDED "AS-IS". AFTER EXTENSIVE TESTING WE HAVE DECIDED THAT THEY ARE FIT FOR HUMAN CONSUMPTION AND WILL NOT CAUSE SKIN CANCER. ALL USE IS, HOWEVER, AT YOUR OWN RISK - EG. IF YOUR COMPUTER BLOWS UP, YOUR CALCULATOR CAN'T DO 2+2 (the answer is 5, by the way) YOUR HARD DRIVE GETS REFORMATTED, OR YOU LOSE AN ESSAY YOU'VE BEEN WRITING FOR THE LAST FEW HOURS, WE WILL ACCEPT NO RESPONSIBILITY.

If the messages at the end of the game offend you in any way (they shouldn't, unless you don't like being called a 'stupid little git'), it is also not our fault - this is a CONVERSION, remember? - we did not write the texts. We do not have any connection with edited prefs files (well, not usually).

6. ALS versions included in this archive MUST be accompanied with this AmigaGuide file. This AmigaGuide file must not be altered and should not be distributed without the executables. The only exception to this is the Casio calculator version may be removed and distributed separately IF you include some acknowledgement that this is Unsatisfactory Software's code. Casio are, of course, welcome to include this as an example listing in their calculator manuals!

9. Bugs

The original ALS had several (two, no, three) bugs in it:

Bug 10 - Sometimes a message would not appear at the end of the game.

Bug 'M' - Caps lock had to be OFF when mowing

Spelling - Not sure about this, but I think 'relevant' was spelt wrong! (OK, not exactly important...)

These are gone from some conversions, others have one, two or maybe all of them still intact. Unfortunately, I can't remember versions...

11. To anyone who wants to include Unsatisfactory's versions of ALS on magazine coverdisks, CDs etc:

Feel free! I would appreciate being notified, though - but this is not a requirement.

1.5 Introduction to ALS - What is it? Who did it? and Why?

Advanced Lawnmower Simulator - An Introduction

Advanced Lawnmower Simulator (or ALS) was quite simply the best game to appear on the Spectrum. It was written by (at the time) well-known Your Sinclair writer Duncan MacDonald. In April 1990, it was reviewed in YS and was promptly awarded a YS 'Megagame'. The following month, it was 'featured' on the Covertape. Yes, you've guessed it - the whole thing was an April Fool's joke.

A number of months later, YS started a 'Crap Games Corner' for reader's games. Not surprisingly, these included ALS rip-offs "Advanced Lawnmower Simulator: The Trilogy" and "Football Janitor". They were good (actually, they were ALS with the colour and graphics commands changed a bit), but they weren't ALS. However, it shows the popularity of the game in question.

Also, there was a cheat someone discovered for ALS: Press 'Break', and type:

130 REM 1439

RUN

This will speed the game up. (quite considerably, in fact)

So, 6 years later, me and Phillip rediscovered the delights of Your Sinclair, and set about producing an Acorn version of the game. This was an instant hit, with comments ranging from "is that it? don't you get any rabbits to run over?" to "hey, can I have a copy?"

1.6 Amiga Shared Runtime Library ... with ALS

als.library - Not to be confused with asl.library, this is an Amiga library, enabling programmers to include a game in their serious applications (for those important relaxation moments), rather like Digita and their slidy puzzle game.

Known Bugs/Differences from the original Read this first!

Exclusive features to this version The good bit

Ideas for future versions

Developer Information - routines and what they do Als() etc.

LibraryALS ALS from als.library

Configuration (ALSPrefs/extralib.prefs) Prefs for ALS.library

PLEASE DISTRIBUTE THE WHOLE als_lib.guide AND ALSPrefs WITH THE LIBRARY

or as a minimum, the included als.library.readme file

If this is not possible, then at least tell people where they can obtain the original archive.

*** DEFINATELY INCLUDE THE 'libs:als' DRAWER AND ITS CONTENTS ***

I accept no responsibility for problems or data loss etc. caused by mistakes in this doc or in the freely distributable als.library/ALSPrefs package.

All use is at your own risk!

Anyone who writes a program utilising als.library are very welcome to include the library along with their distribution.

1.7 Future version(s) may have these...

- Maybe other user designed background graphics (IFF ILBM, probably implement text files initially) (see **classes**)
- Mower graphics editable (have to wait until I get some working...
- Colour selection, like WB-ALS, or 'nearest colour' auto matching.
- Turbo Mode (sort of in place anyway)
- Get the speccy font working
- Usefulness switch (num gadg?) 0=broken, 1=best . . . 3=worst

1.8 Configuration of the library

ALSPrefs - Main user settings

libextra.prefs - Some extra settings

Screen - Puts ALS on a screen

Classes - Library classes for ALS

1.9 Classes for als.library

*** als.library 6.20 ***

There is a new drawer created in libs: (sys:classes preferred) called 'als'

This is a group of 'classes' for als.library, as follows:

default: Absolute default preferences for als.library

This file should exist, especially if you do not have your own prefs config (else there won't really be much game!)

To create it (you should already have it with the library, anyway), just load ALSPrefs, select 'reset to defaults' from the menu and save as 'libs:als/default' (The Save... menu item does not actually work on ALSPrefs at the moment, so using the prefs, then copying them over is the only way.)

YOU SHOULD NOT NEED TO ALTER OR CREATE THIS FILE

That's it at the moment. Future plans include a 'backgrounds' sub-drawer including files for all the background types (house, stars etc.), and a 'mowers' drawer, containing the graphics for each lawnmower.

1.10 ENV:ALS/Screen

*** Only works with als.library 6.0 ***

Using the command:

SetEnv ENV:ALS/Screen 1

You can set als.library to use a custom screen as default.

Note that this can be overridden (programmer-wise) by using Alsopenscreen() or Alssetprefs(10,xxxx)

1.11 libextra.prefs

ENVARC:ALS/libextra.prefs

This is a file you can create in a text editor;

<NAME> - Your (Licenced To) name goes here

<GREEN> - The colour assignment for green (see below)

This is normally created when you install als.library.

<GREEN> is the position in your usual WB palette of the colour green. The included ARexx program "Colpal" will list the available numbers and show you the colours. Don't edit them, that defeats the object. (It requires ARexx, reqtools.library and rexxreqtools.library)

1.12 LibraryALS - ALS using ALS.library

This is a complete version of ALS, using the Als() routine in als.library

Now you can specify a prefs file to use if you start it from the command line. (als.library 4.1 and newer only)

TEMPLATE: LibraryALS [config file|SCREEN]

If no config file is specified, the default ENV:ALS/Library.prefs will be used instead.

Warning: Neither als.library nor LibraryALS check whether files exist or are valid config files. Strange things may/will happen if you specify non-config or non-existent files.

If SCREEN is specified (als.library 6 required), then LibraryALS will open a screen and run ALS on that instead.

Please Note: If SCREEN is specified, then you cannot also specify a separate config file

*** als.library 6.0 ***

Instead of using 'SCREEN', you can create an environment variable;

SetEnv ENV:ALS/Screen 1

This has exactly the same effect as typing SCREEN on the command line. (except you can now specify a config file to use)

Note that setting the environmental variable "SCREEN" will affect ALL usage of als.library, not just LibraryALS.

*** als.library 6.1/ALSPrefs 1.4 ***

There is a toggle switch in ALSPrefs that performs the above function.

1.13 als.library preferences

ALSPrefs

This is a preferences editor for als.library. I've tried to keep it as close as possible to the ones included with OS 2.04 and above.

WARNING: This is VERY unstable. Make sure you have nothing in memory you want to keep before running this program!

The gadgets:

Screen Font Size * Only on ALSPrefs pre-1.4 *

You can ignore this if using als.library 5.2 or newer

Type in your current/usual screen font size (it will be 8 if you haven't changed it, otherwise you should load up and check your font preferences)

Use Screen * Only on ALSPrefs 1.4 or newer *

Only use ALSPrefs 1.4 with als.library 6.1 or higher!

Click on the button to decide whether you want als.library to default to using its own screen (note: colours aren't quite right at the moment).

This can be overridden by programmers.

Lawnmower Names

These contain the names of the six lawnmowers you get to choose from at the start of the game. (and the secret hidden mower)

Working?

The slider shows the status of each mower - slide it to the left if that mower is broken, and to the right if it is working well.

Hidden Mower

This toggles between Off (No hidden mower) No (Not working) Yes (Working)

End Of Game Messages

These are the messages you get to see if you are successful in your task of mowing the lawn.

(limited to 150 chars)

als.library 6.12 - I suggest if you have just upgraded to this version, then you load ALSPrefs and re-save your preferences.

als.library 6.20 - This version has an extra message: 'message 10' this has to be activated through the menu item.

Message 10 is a new message which I added after discovering a snapshot of ALS with slightly different messages, and this extra one. So I thought I'd add it in, just in case it is one of the original ones. But you have to activate it, OK?

Background

This slider can be set to change the background graphics. The settings are Original (Default) Night (Night) Random (als.library decides)

Scrolly

This sets the speed of the scrolly messages, from 0 (ridiculously fast) through 4 (default) to 9 (slow)

Window

These gadgets set the window position and dimensions. The define button does not currently work.

User/Owner (Not Yet Available - See libextra.prefs)

Your Name

Green (Not Yet Available - See libextra.prefs)

Sets the colour palette number corresponding to green.

If anyone knows how to do nearest-colour matching, then I'll do it that way and put it in the library.

Save, Use, Cancel

These perform the normal functions - namely, save the prefs to ENVARC: and ENV:, save to ENV: only and do not save at all.

The Menus: (buggy items are now ghosted, so shouldn't cause problems - I hope!)

Project - Open... Opens a user-specified prefs file

This MUST be saved by Save As... OR the file

ALS/Library.prefs2

Save As... Saves the prefs to a user-defined file

About... Shows some stuff

Quit Exits without saving

Edit - Reset To Defaults Resets to the default settings

Last Saved Loads the settings in ENVARC:

Restore Loads the settings in ENV:

NOTE: None of the above Edit options, or Open..., updates the window contents.

Settings - Create Icons Toggle whether to create icons for

NOT AVAILABLE settings saved with Save As...

Sound Toggle sound

NOT AVAILABLE

Special Message... Winning message when using the
secret hidden mower

Message 10 Activate message 10

Test - BASIC Test... Full test using settings shown in ALSPrefs

NOT AVAILABLE and individual als.library functions

Menu... Displays the Alsmenu() with shown mowers

NOT AVAILABLE WARNING: MAY CAUSE A SOFTWARE FAILURE

Messages... Displays messages using Alsscrolly()

MUST HOLD DOWN A KEY TO SCROLL Numbered reading across, then down

IF USING ALS.LIBRARY 1.5 OR EARLIER

Full Test... Calls Alsreadprefsfrom() and Als()

REQUIRES ALS.LIBRARY 4.1 OR NEWER (uses current prefs shown in ALSPrefs)

1.14 ALS.library features

It's a library

Each section of the game is in a separate routine, so can be easily (?) customised

The whole original game can be implemented into any program with one command (excluding opening the library and other stuff, of course)

...and, obviously, can be upgraded by the user when a new library version comes along (to include better graphics, configurable mowers etc.). Without another ounce of programming.

Very small size

It's free! (let's face it - who would pay?)

seperate prefs program, to change messages, mowers etc.

can (optionally) use different prefs settings, depending on the program calling als.library, of course.

1.15 Known Bugs and how als.library differs from the original ALS

no red

spectrum.font not being selected

no sound

any key (or mouse button) to mow

secret hidden mower

config scrolly speed

fully configurable

1.16 Library Routines

Library routines available in ALL library versions:

Als(a) The whole game

Alsopenwin() Open ALS window

Alsclosewin() Close ALS window

Alsmenu(a,b,c,d,e,f,g) The ALS menu

Alsgame(a,b) The main game bit

Alsmowerstatus(a,b,c) ... is working well, etc.

Alswin(a) The winning routine

Alsdie() The dying routine

Alsrnd(a) Random number 0-a

Alsscrolly(a,b,c,d,e) An ALS-style scrolly }This is a bonus!

Alsscrollyclose() Closes the above }not part of ALS

Library routines available from Version 3.0:

Alsreadprefs() Reads prefs from ENV:

Library routines available from Version 4.0:

Alsreadprefsfrom(a) Read prefs from anywhere

Library routines available from Version 5.0:

Alssetprefs(a,b) Set some prefs directly

Alsgetprefs(a) Get info about window settings

Library routines available from Version 6.0:

Alsopenscreen(a) Opens a screen for ALS

Please note that Alswin() and Alsscroll() only scroll properly when using als.library 1.5 or later.

Sorry - this is not in standard 'autodoc' format...

Default values are shown in [square brackets] after the parameter

Show ALS_lib.fd ALS_pragmas.h ALS.m **BASIC Example**

1.17 C Includes

I don't really understand C include files, which is why this archive only includes the pragmas part - and even this may be wrong, and it is already out of date

I STRONGLY ADVISE YOU TO CREATE YOUR OWN C INCLUDES FOR THIS LIBRARY, IF POSSIBLE, AND UPLOAD THEM/GIVE THEM AWAY

1.18 Example on how to call ALS from BASIC (AmigaBASIC/HiSoft BASIC or ACE)

```
REM *** Needs als.bmap (supplied, but may be old version) ***  
LIBRARY "als.library"  
DECLARE FUNCTION Als LIBRARY  
REM Main program would go here, then when you need it...  
Als(0)  
REM ...followed by more program, of course  
LIBRARY CLOSE  
REM *ALWAYS* close libraries when you've finished with them
```

1.19 Alsrnd(a) - Selects a random number

Alsrnd(a)

PARAMETERS: a = maximum number

RETURNS: Random number in range 0 - a

DESCRIPTION: Random number generator

NOTES: Pseudo-random, of course.

1.20 Alsdie() - The dying routine

Alsdie()

PARAMETERS: None

RETURNS: None

DESCRIPTION: Dying routine

NOTES: Colours wrong

Does not flash

No sound

now tested - works properly on 4.0+

1.21 Alswin(a) - ALS winning message routine

Alswin(a)

PARAMETERS: a = message (max length 150)

RETURNS: None

DESCRIPTION: The ALS winning message

NOTES: Message is limited to 150 characters

On pre-1.5 versions of als.library:

1. User must hold down a key (with window activated), in order to scroll the message
2. Close gadget returns to menu - it does NOT close the window

1.22 Alsmowerstatus(a,b) - Shows status of mower

Alsmowerstatus(a,b,c)

PARAMETERS: a = status (0=broken, 1=working)

b = mower name

V3.0 c = hidden mower (0=no, 1=yes) [0]

RETURNS: None, or -1 for closed window

6.12 'hidden mower' as passed to this function

DESCRIPTION: Shows mower status (The . . . is working well, etc)

NOTES: You don't need to press a key on some versions of the library

1.23 Alsgame() - The main game

Alsgame(a,b)

PARAMETERS: Future releases may have option for different mower graphics

V3.0 a = Background type (0=original, 1=night) [0]

6.12 b = 'Hidden mower' mode

RETURNS: a = 0 win

1 lose/died

-1 close window

DESCRIPTION: The main game

NOTES: Spectrum.font isn't being used (no mower-bloke graphics)

no sun on pre-2.0 versions

No sound

Wrong colours

use Alsrnd(1) to randomly choose background

1.24 Alsmenu(a,b,c,d,e,f,g) - The menu screen for ALS

Alsmenu(a,b,c,d,e,f,g)

PARAMETERS: a = Mower 1

b = Mower 2

c = Mower 3

d = Mower 4

e = Mower 5

f = Mower 6

V3.0 g = Secret Hidden Mower

RETURNS: a = mower number, -1 indicates window has been closed

b = mower name

DESCRIPTION: Displays the ALS menu screen

NOTES: * LAWN MOWER SIMULATOR * does not flash with versions below 6.21

V3.0 Sorry! 'g' MUST be specified, even if you don't use the secret mower

and even though it's not actually displayed...

1.25 Alsclosewin() - Closes ALS window

Alsclosewin()

PARAMETERS: None

RETURNS: None

DESCRIPTION: Closes window opened with Alsopenwin()

NOTES: You should never need to call this - it is used by the library
when the user clicks the close gadget

Only use this routine if for some reason you need to force the window
to close

1.26 Als() - The whole game!

Als(a)

PARAMETERS: a = Do not read default prefs file [0]

RETURNS: None

DESCRIPTION: The whole original ALS

NOTES: See [known problems](#) for bugs...

This may be the only als.library routine you ever need!

4.1 setting 'a' to 1 prevents als.library from automatically calling Alsreadprefs(). This enables you to call Alsreadprefsfrom() before Als() and use a different settings file.

1.27 Alsopenwin() - Opens the ALS window

Alsopenwin()

PARAMETERS: None

In future releases, may have position and size configuration

RETURNS: None

DESCRIPTION: Opens the ALS window

NOTES: You should not need to call this routine, as it is used automatically when a window is required.

If you call a routine, and no window opens - tell me, and use Alsopenwin() before the problem routine.

This also reads the prefs file ENV:ALS/Library.prefs, which is used by Als() - this bit may be moved into a separate routine or just put directly into the Als() routine, since it is only needed for this currently.

V3.0 Prefs are now read with Alsreadprefs()

1.28 Alsscrollclose() - Closes ALS scrolly window

Alsscrollclose()

PARAMETERS: None

RETURNS: None

DESCRIPTION: Closes window opened by [Alsscrollly\(\)](#)

NOTES: In the current version (1.0), this routine is called automatically when needed

You should not need to call this routine, and doing so could cause a crash.

1.29 Alsscrolly(a,b,c,d,e) - An ALS-style scrolly routine

Alsscrolly(a,b,c,d,e)

PARAMETERS: a = message (max length 150)

b = window title

c = number of characters to display (x-size) [27]

d = x-position of window in pixels [10]

e = y-position of window in pixels [10]

RETURNS: None

DESCRIPTION: An ALS-style scrolly routine, with configurable size and position

NOTES: Message is limited to 100 characters

In pre-2.0 versions, the user must hold down a key (with window activated), in order to scroll the message

V3.0 If you want to use user's speed setting, insist on V3.0 of the library, and then call [Alsreadprefs\(\)](#) before this routine.

Message now limited to 150 chars

1.30 Alsreadprefs() - Reads ENV:ALS/Library.prefs

Alsreadprefs()

AVAILABILITY: From Version 3.0

PARAMETERS: None

RETURNS: None

DESCRIPTION: Reads configuration file created with ALSPrefs

NOTES: Messages are limited to 150 characters

Mowers are limited to about 20-30

3.0 Prefs file has changed

4.0 See also [Alsreadprefsfrom\(\)](#)

1.31 Alsreadprefsfrom(a,b) - Reads any ALS settings file

Alsreadprefs(a,b)

AVAILABILITY: From Version 4.0

PARAMETERS: a = Name of prefs file to read

b = PC format file [0] *** DO NOT USE! ***

RETURNS: None

DESCRIPTION: Reads configuration file created with ALSPrefs

NOTES: Messages are limited to 150 characters

Mowers are limited to about 20-30

3.0 Prefs file has changed

Use Alsreadprefs() if you want to use the default prefs file - this will ensure that if the default filename changes or the file moves, the file will still be read.

4.1 Using Als(1) stops Als() automatically reading default prefs, so you can use this function safe in the knowledge that you will get the correct prefs

4.0 DO NOT USE 'b' - this is currently unimplemented, but in the future will specify that the prefs file is in Phillip's PC ALS format. Possibly, this will be tested automatically and then 'b' will be used for something else, and maybe have bad effects if you did not pay heed to this warning...

4.0 What about creating a custom prefs file within your program, and temporarily saving it somewhere (suggest ENV:ALS/), then reading it with Alsreadprefsfrom() before calling Als(1). You could then have a custom version of ALS linked into your program.

(prefs format currently undocumented, due to my laziness, so if you save your prefs, and examine the ASCII file in a text editor you could quite easily re-create it)

1.32 Alssetprefs(a,b) - Sets some (mainly) not user-defined settings

Alssetprefs(a,b)

AVAILABILITY: From Version 5.0

PARAMETERS: a = Setting ID Code (see table below)

b = Value

RETURNS: None

DESCRIPTION: Sets/over-rides some settings which may need to be changed by programmers

NOTES: Some settings may be overwritten with Alsreadprefs(from). Call that first, before setting anything like this, then do an Als(1) to make sure settings aren't re-read.

To open ALS on your application's custom screen, do the following:

Call Alssetprefs(10,<pointer to your screen>)

and Alssetprefs(8,<palette number corresponding to green>)

and Alssetprefs(5,<screen font height>)

also make sure that window position and size will not cause the window to not appear. (check Alsgetprefs())

SETTING ID CODE TABLE:

00 RESERVED
 01 Window X Position
 02 Window Y Position
 03 Window X Size
 04 Window Y Size
 05 Screen Font Height
 06 Scrolly Speed (0=fastest)
 07 Missing due to me not checking the values properly (DO NOT USE)
 08 Colour palette number corresponding to green
 09 User Name (NOT USED)
 10 Pointer to an intuition screen for the ALS window to open on
 .
 . } NOT USED
 .
 99 Reset ALL parameters to their default values
 Future versions may have parameters for ALS window title, etc.

1.33 Alsgetprefs(a) - Returns values about window config

Alsgetprefs(a)

AVAILABILITY: From Version 5.0

PARAMETERS: a = Setting ID Code (see table below)

RETURNS: Value

DESCRIPTION: Helps find out about the current window settings, and therefore whether the window will appear on-screen or not...

NOTES: Settings may be changed with Alsreadprefs() or Alsreadprefsfrom()

SETTING ID CODE TABLE:

01 Window X Position
 02 Window Y Position
 03 Window X Size
 04 Window Y Size

1.34 Alsopenscreen(a) - Opens a screen specially for ALS

Alsopenscreen(a)

AVAILABILITY: From Version 6.0

PARAMETERS: a = Screen Title

RETURNS: None

DESCRIPTION: Opens a screen for ALS

If prefs have been read/set, will check that the window size
will fit within the screen dimensions

NOTES:

V6.0 Can be used as default by setting variable ENV:ALS/Screen

V6.1 Can be used as default by setting Use Screen? to Yes in ALSPrefs

Default can be overridden with:

Alssetprefs(10,xxxx) or

Alsopenscreen(xxxx)

This screen will always be closed with Alsclosewin()

You do NOT need to call that routine to close it, simply closing
the ALS window will do that...

I suggest calling Alsreadprefs or Alssetprefs before this routine
if you want the window dimensions to be automatically adjusted.

Remeber you can also force ALS to open on your screen by calling
Alssetprefs()

V6.1 This works even if Alsreadprefs is called after setting als.library
up to use your application's screen

Note that auto-font size detection does NOT work on screens other than WB,

6.12 the size defaults to 8 (can be changed with alssetprefs)

1.35 Authors of Unsatisfactory Software's ALS

Phillip Lake - Supplied the original Speccy version:

without this, there wouldn't be any conversions...

Jointly did the Acorn/Casio conversion, and thought up

ideas for the 'bastardised' version (ALS+), and also

ALS Professional. Also had the idea of Databank/

Electronic Organiser/Mobile Phone versions.

Reportedly working on a Windows/DOS configurable ALS+

Chris Young - Did all the Amiga conversions, plus ones for RM380Z, MSX
and FLEX. Jointly did the Acorn and Casio versions.

Louise Allum - Attempted to convert the code for the Amstrad CPC.

Mission Failed.

Simon Kingsbury - Fixed the 'sort of flashing cursor bug' in the Acorn ver

Stuart Flint - Erm, 'play-testing'. Most versions.

Andrew Tempany - The usually completely sane Andrew actually enjoyed ALS
(the RM380Z version, as well)

Andrew Henderson - The usually not-that-sane-actually Andrew also enjoyed

it (the Acorn/Casio versions, that is)

E-mail addresses have been removed from this page on purpose, as none of us particularly want thousands of e-mails slugging us off and saying how crap/good etc ALS is...

OK, you win - send e-mail to me (Chris) at unsatisfactory@bigfoot.com

I don't often get chance to read my e-mails, so only send messages if you absolutely have to, and keep them short. Including 'ALS' in the subject line will help me as well. Thanks.

and check out my website: it's Good!

(It also contains the legendary (?) HTML FORM version of ALS)

<http://www.geocities.com/SiliconValley/Campus/2656/index.html>
