Marryampic

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COLLABORATORS

	TITLE : Marryampic		
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Marryampic v1.5

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1.2   Introduction to Marryampic

Marryampic is a card-game where you must found the pairs of sound cards.

There is many rules for the game, depending of the options you've checked in the SetUp window.

The main idea is that : firstly, a sample of one pair is played and each player try to find the two cards in turn.

But you can also play like a normal 'memory' game.

1.3   Requirements

To use Marryampic, you must have:

- an Amiga (for sure) (very uncommon!)

- a Kickstart 2.0 or higher

- 1 Mb of RAM should be enough

- a hard disk should be very appreciable.

(moreover some cardsets are too much enormous to stand on one

floppy disk 880ko...)

Marryampic has been sucessfully tested on

- an Amiga 1200 / HardDisk / Blizzard 68020-28mhz / 6 Mb

- an Amiga 1200 / HardDisk / Blizzard 68030-50mhz / 10 Mb

- an Amiga 1200 / HardDisk / Mtec 68030-25mhz / 10 Mb

If you discover some bugs, please report me them.

1.4   Installation

To install Marryampic, you just have to dragged the drawer 'Marryampic' where you want on your hard disk.

Since version 1.5, Marryampic is now no more delivered with any cardsets, so that you're not obliged to download a big archive even though you already have that cardset.

If you HAVEN'T ANY CARDSETS, you MUST first DOWNLOAD ONE (at least) before using this game !!!!

There are many cardsets available on Aminet in game/data.

To install a new cardset, you just have to drag its drawer in the drawer Cards of Marryampic.

A little note for floppy-disk users : (if there are still someones...?)

The ASCII file Marryampic.prefs contains the paths for all the differents

cardset which are available in your CARDS drawer. You must write on a new

line after the line PATHS_CARDS= all the different paths.

This file is usefull for floppy-disks users : you can put a line like :

DISK_CARTOONS:Warner

so Marryampic could access a cardset on disk named 'DISK_CARTOONS:'

The name of the drawer is used in the cardset gadget: see § *THE START.

If you've got a hard disk, and want the automatic scanning of the drawer Cards, delete the file 'Marryampic.prefs' if there is one present. This file is obsolete for you. Let the Amiga found himself the cardsets!

1.5   SetUp Window

In the nice window which appears, you can set the following :

The number of players (1 to 4)

The name of each players

The cardset to play with

Only sound-pair valid or not

This allows you to set the type of game 'Classic Memory' or 'Marryampic'.

In the classic game, you can found any pairs.

In the Marryampic mode, you first listen a sound, then you must found the pair in accordance. And only that one!

For the Marryampic mode, the systematic change of sound or not. If on, this is really very difficult!

A preview of the pairs with a defined time.

The graphic version to use : AGA or ECS.

Some cardsets may not include an AGA version of the graphics.

Click OK! to start playing.

Marryampic supports differents options available with the menu 'Prefs' :

Preload

Indicates to Marryampic to preload or not as much as possible samples in

memory. Usefull for floppies users to avoid waiting disk access...

DirectToDisk

Indicates for samples not preloaded, how to be played:

In direct to disk : a sample is load and played at the same time

(little memory consumption but locked...)

else a sample is full load then play (memory needed is of the length of

the sample)

If you've got a hard disk, you should not check-mark this option.

Note: a sample of length > 128 Kb is obligatory played in DirectToDisk.

FlashScreen

Indicates to flash and beep the screen if you don't click on a card.

(depending of the preferences of your WorkBench, Prefs/Sound)

Filter

Allows to select if the low-pass filter must be activate or not.

EraseFoundPairs

Will clear the pairs when found.

Save

Will save all your options and the actual setup.

1.6   The rules of the game

- In Marryampic mode : (Option 'Only sound-pair valid' checked)

Firstly, an audio sample is played, and you must found the two cards of the pair, corresponding to this sound.

- In classic mode : (Option 'Only sound-pair valid' not checked)

You can found any pairs. When found, the sound corresponding to this pair will be played.

Each players turn two cards in turn. If this is the pair, the two cards are taken out, else the two cards are hidden back. The number of all the pairs found by each player are displayed at the end.

The player who find the pair, can play again.

Push SPACE BAR to hear back the sample (in Marryampic mode).

Push the key 'f' to swap the audio filter.

What could I add else ?...

1.7   Making your own CardSets !

First, your cardset MUST be in a drawer.

In this drawer you will find :

=> a picture containing all your different pairs+the backdrop :

CardPic.IFF for a ECS display mode compatible all amiga(obligatory)

CardPic_AGA.IFF for an AGA display mode. (optionnal)

If you do not want ECS compatibility then CardPic.IFF should be AGA.

You draw all your cards in the size you want. You must reserve at least

a middle height of your screen free (You draw only one time the pairs !)

You haven't to well centre your cards on the screen (in X&Y), Marryampic

will calculate the spacing for your cards with the infos given in the

file CardInfo.TXT. All the resolutions could be used, and as many

colours as you want... (except HAM-6 and HAM-8 mode.)

Note: The colour number 0 and the number 1 MUST be really different.

(Colour #1 is used to display messages.) Also note that colours

2&3 are used for the intuition interface, colours 17&18&19 are

used for the pointer... so don't hesitate to swap & remap the

picture.

The backdrop card must be placed after all the cards on the left.

/!\ You musn't have more than 50 cards on a horizontal line. Not

enough? uuhh!, write me...

At the start-up Marryampic will open a screen of the width and the

height contained in the file ! New since v1.05 !

=> all the differents samples of your pairs : CardSample-xx.IFF

where xx is the number of the pair from 1 to number of different pairs.

In older version of Marryampic, the files were CardSample#xx.IFF but

archiver like LHA doesn't appreciate those names... (but you can still

use these names !)

The 2 samples 'SampleFound.IFF' and 'SampleFinished.IFF' will be used

during the game if they are present.

=> a descriptive file on how are drawned your cards: CardInfo.TXT

there are lines for :

WIDTH= : width of your cards in number of pixels.

HEIGHT= : height of your cards.

NUMBER_X= : number of cards on a horizontal line.

NUMBER_Y= : number of cards on a vertical line.

SPACING_X= : number of pixels between each cards on a horizontal line.

SPACING_Y= : number of pixels between each cards on a vertical line.

FONT=..../y : the font the screen should use if present (otherwise

it will use the standart topaz/8). (Optional line)

The better thing to make a cardset, is to look at, in the drawer of an ever

done CardSet, all the different files.

The number of the samples for the cards are in this way :

example : position of the pairs 1 2 3 4 5 6

7 8 9 10 11 12

The samples and the picture must be in IFF (a standart on our machine,

no problem!)

You can edit the file CardInfo.TXT, with any ASCII editor (ex: MEMACS).

After, you've done it, don't forget to change the Marryampic.prefs to

be able to select your new cardset in the cardset gadget in the start

window (only if you start from floppy disk).

Note that the samples with length greater of 128 Kb can't be preload in

memory. Give them the bigger number xx as possible (because Marryampic

stop preloading samples when a problem occur), to have all the little

samples residents in memory. The bigger will be play in direct-to-disk.

To verify your new cardset is ok, during the loading of the files in memory,

(or in the window of choices for owners of hard disk...) press the SPACE

BAR of the keyboard, you will be able to see each cards and hear the

associated sample for it.

If you make a new cardset, please send me it !

1.8   Author

Here is my address:

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Do not forget to give me feedback or report bugs, if you want another version to be done!

I've used Blitz2 (v2.1) to create Marryampic, which allows you to make this sort of soft, certainly fasly than in C.

1.9   Legal information

I won't accept any responsibilities for any damage done to your system or data lost, directly or indirectly, as a result from using Marryampic or any of its associated files. You use the program entirely at your own risk. Of course if you *do* experience problems then I'll do what I can to sort them out, and please let me know so that I can try to cure them in a future version of Marryampic.

Marryampic and its associated files are not public domain.

They may be distributed freely as long as no unreasonable charge is imposed.

It may not be included within any commercial package without express written permission from the author; the exceptions from this are the AmiNet CDs and other DP collections.

Marryampic and its associated utilities may only be distributed if all files contained within the original archive are present.

Marryampic (c) 1997 Le Douarain Marc.

Blitz2 (c) Acid software.