Massive

COLLABORATORS			
	TITLE : Massive		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		December 31, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Massive

1.1 Massive - Documentation

```
                Massive
 © by Wolfgang Lug



In case that you want to start Massive from a Shell:
First "cd" to Massive's directory, then type "stack 10000" and
hit return.  THIS IS IMPORTANT!  Otherwise you'll get errors like
"Modula-2 Laufzeitfehler / Stapel Überlauf" (= stack overflow).



 Instead of a Documentation:
 ---------------------------


                Disclaimer

                Distribution

                Introduction

                The name of the game

                Features

                Non-Features

                Future

                Bug-reports

                Author

                Credits

                Advertisement
```

```
                        Final important remark
```

1.2 Disclaimer

```
***********************************************************************
*                                                                     *
*                            DISCLAIMER                               *
*                                                                     *
*    THIS SOFTWARE AND DATA IS PROVIDED "AS IS".                      *
*    NO REPRESENTATIONS OR WARRANTIES ARE MADE WITH RESPECT TO THE    *
*    ACCURACY, RELIABILITY, PERFORMANCE, CURRENTNESS, OR OPERATION    *
*    OF THIS SOFTWARE AND DATA, AND ALL USE IS AT YOUR OWN RISK.      *
*    THE AUTHORS DO NOT ASSUME ANY RESPONSIBILITY OR LIABILITY        *
*    WHATSOEVER WITH RESPECT TO YOUR USE OF THIS SOFTWARE AND DATA.   *
*                                                                     *
***********************************************************************
```

1.3 Distribution

```
                Well, if you like Massive, then give Massive to any person you  ←
                    like.
```

If you don't like Massive, then give Massive to any person you don't like.

In other words:
It's FREEWARE!

```
                Credits
```

1.4 Reminiscing...

```
                Maybe you remember "DrawMap" or "PlotMap", two Amiga programs that
could generate maps of any part of the world.  Massive has the same
purpose as these old-timers, but it's better:
```

```
                Features

                Credits
```

1.5 The name of the game

```
            Massive stands for "MAp SyStem interactIVE"
```

Do you believe that?

```
            Yes

             No
```

1.6   The name of the game

```
            How about this explanation:
```

Massive got it's name because there is nothing more massive than our
Mother Earth -- and it was a massive work to get this toy done.

Do you believe that?

```
            Yes

             No
```

1.7   The name of the game

```
            I listened a lot to Massive Attack's album "Blue Lines" while I  ←
                wrote
this cute program.
```

Do you believe that?

```
            Yes

             No
```

1.8   Philosophy

```
            Well, truth is a difficult thing -- mono-causal explanations  ←
                usually do not
work in our complex world:  Just have a look at a Massive map and you will
understand that.
```

If that does not help: Read some Plato and Hegel.

```
                    Contents

                    Credits
```

1.9   The name of the game

```
          Have you ever been told that you are a very mistrustful person?
```

```
                    Contents

                    Credits
```

1.10   The name of the game

```
          To be honest:  It seems to be fairly easy to fool you!
```

```
                    Contents

                    Credits
```

1.11   List of Massive's unique and not so unique features

```
                  Massive is a real cutie:

 -- It knows all 1998's international borders (unique for the AMIGA!)

 -- It can flood fill land masses automagically (unique for the AMIGA!)

 -- Zoom in on the Maldives and you'll know what precision is

 -- No problem to have the 180\textdegree{} meridian in the middle of a map

 -- Works with every possible screen mode from 320x200 to 1280x1024

 -- Reasonably fast

 --
                  Non-Features

                  Credits
```

1.12 What Massive cannot do

```
        Massive can not

 -- display rivers, cities and mountains

 -- make your breakfast


          Plans for the future

          Credits
```

1.13 What Massive will do tomorrow or the day after

```
          Future versions of Massive will display rivers, cities, mountains,
and they will be able to make breakfast for you.

And I might even write something like a documentation.


          Contents

          Credits
```

1.14 I do not think there are bugs, but well...

```
        Please send bug reports and congratulations to the
         author
         .


         Credits
```

1.15 The man who did it!

```
        That's
         me
         !
```

1.16 Hessi James

```
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<Lug@stud-mailer.uni-marburg.de>


                    Credits
```

1.17   THANX!

The basic map data was provided by the United Nations Environmental
Programme (UNEP / GRID), located in Geneva, Switzerland.

Thanks a lot to UNEP for allowing me to bring their set of data to
the Amiga.

Big thanks to Bruno Rudolf who gave me the hint on this source.
Bruno also told me that I have to write the following sentences
somewhere in the dox, so here they come:

 "The map data is copyright by UNEP / DEIA / GRID - Geneva
  after an earlier version of ESRI."

Oh! That was only ONE sentence...

Thanks also to Ruud Hoekzema, Bo Arnholm, Bjarne Bjørnsen, Lars Unger,
Guido Alfani, Mika Leinonen, Yves Salingue and Bruno himself for
beta-testing.

Apropos BETA-testing: This is a gamma version :-)

1.18   AmigaWorld

                The Massive software is brought to you by the AmigaWorld Team!

AmigaWorld is a world countries data base written by the
                author
                of Massive, in co-operation with Bo Arnholm, Ruud Hoekzema, Mika ←
                     Leinonen,
Yves Salingue, Guido Alfani, Bjarne Bjørnsen and Lars Unger.
Future versions of AmigaWorld will incorporate Massive map display.
If you like to test AmigaWorld: It can be found in Aminet drawer
misc/edu.

1.19   Important remark from the author himself

ENJOY!