

MiniDrop WB Docs

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Chapter 1

MiniDrop WB Docs

1.1 MiniDrop WB - Connect4 Internet Game

MiniDropWB v1.5a By David Newton

Disclaimer

Introduction

Installation

Usage

Problems

To Do

Credits

NBS-Amiga

Other Cool Software

DWaRFx

- A set of useful rexx scripts for AmIRC.

AmiGAB

- A non MUI IRC client ;).

Reign Of Chaos

- An 8 Player game (with internet link mode!).

UFO

- A one or two player blast'em up

1.2 MiniDrop WB - Disclaimer

Disclaimer

THIS SOFTWARE IS SUPPLIED 'AS IS' : THE ENTIRE RISK AS TO THE USE OF THE SOFTWARE IS ASSUMED BY THE USER. IN NO EVENT WILL THE AUTHOR BE LIABLE FOR DIRECT OR INDIRECT DAMAGE OR LOSS RESULTING FROM THE USE/MISUSE OF THIS SOFTWARE.

This game and any included files are copyrighted to David Newton(1996/7). These files are released as FreeWare software, and therefore may be distributed freely. Magazines and organisations can include this product in their Cover Disks and CD's as long as I am fully credited for my work. I would also appreciate if you

email
me and let me know.

Their should be 5 Files included with this package:

MiniDrop	48284 Bytes - 24/11/97 Date
MiniDrop.info	651 Bytes - 24/11/97 Date
MiniDrop.Guide	28761 Bytes - 24/11/97 Date
MiniDrop.Guide.info	1715 Bytes - 24/11/97 Date
MiniDrop.hosts	491 Bytes - 24/11/97 Date
Readme.txt	410 Bytes - 24/11/97 Date

1.3 MiniDrop WB - Introduction

Introduction

MiniDropWB is a little WorkBench game (hence the WB!) that I wrote to test how hard it is to program Internet software :). It's a little two player version of Connect 4 (4 in a row). The idea of the game is to beat your opponent by making a line of 4 circles of your colour before they do. You and your opponent take it in turns to drop a circle into the grid. You win when you have a horizontal, vertical or diagonal line of 4 circles.

Requirments:

No MUI (Ahhhh, shame)
Kickstart/Workbench 3 (I think, never tried it on 2!)
Needs about 250k of ram (depending on the screen mode!)

The internet mode requires a AmiTCP compatible TCP/IP stack either AmiTCP, Miami or Termite. It is not compatible with AS225r2 compatible TCP/IP stacks (see
Problems
).

Features:

One and two player modes
Public screen selector

Screen mode auto adjust for graphics
Editable player names
Selectable board and player colours
Internet linkup option
Internet Phonebook
Internet Chatbox

Notice:

This is my first internet game, and also my first game that I've released! I expect to find some bugs (see Problems). I know their are some problems, but out of 20 people testing it, only 2 people had trouble (hey Uni, and Tigs!). Hopefully I will be able to fix them in the future, and upload a new bug free version :). The bugs only seem to occur when using the internet bit's, so try testing it when you aren't running anything important ;).

Most of all ENJOY....I know this ain't the best game in the world, but it's quite fun playing against somebody in a different time zone ;). I hope to write another net game soon using this internet engine (when it's working 100%). I'm also working on a NON MUI IRC client, so it could be some time till you see another game. Anyway, if you have any problems, try looking in the

problems section, and if your really stuck, try contacting me (see credits).

This is a special version for use with the great AmIRC rexx package

DWaRFx-TNG

1.4 MiniDrop WB - Installation

Installation

Installing MiniDropWB couldn't be simpler ;) (HONEST!).

Just copy the following five file names to the same directory on your disk, then when you want to run MiniDropWB simply double click on the MiniDropWB icon from workbench, or open a dos shell and 'cd' to the directory where you put MiniDrop, and enter 'MiniDrop' and all should be fine.

MiniDrop	- The main executable program
MiniDrop.info	- The MiniDrop Workbench icon
MiniDrop.Guide	- The MiniDrop AmigaGuide document

MiniDrop.Guide.info - The MiniDrop document Workbench icon
MiniDrop.hosts - The MiniDrop Internet Phonebook file

1.5 MiniDrop WB . Usage

Usage

Main Window

Setup Window

Prefs Window

About Window

Phonebook Window

MiniDrop can now be run from the shell with two commands to auto ↔
connect

minidrop. Those commands are as follows:

MiniDrop WAIT <PortNumber> - Will wait for a connection on
the port number specified.

MiniDrop CONNECT <HostName> <PortNumber> - Will attempt to connect to the
host on the port specified.

1.6 MiniDrop WB . Usage

MiniDrop Main Window

There are 9 buttons in the main game window. 8 of these are the drop circle buttons (downwards pointing arrow), and the last one is the setup button. Pressing the setup button will bring up MiniDrop's setup window. This window is where the game will be play. Note: Due to popular demand, you may press 'P' to play the game using the setup as is.

1.7 MiniDrop WB . Usage

MiniDrop Setup Window

This is the main setup window for MiniDrop. There are 14 buttons to setup the game. The following is a list of the buttons, each with a description of what it does:

Non Internet Buttons

Game Type - There are three game types. Solo is a one player game (against the computer). Versus is a two player game, with players taking it in turns on the same computer. Link is a two player game, allowing you to play with a friend over the internet (aslong as they have MiniDropWB aswell!).

Play - This button starts the game with the currently selected options.

Prefs - This button brings up the preferences window, with further MiniDrop setup options.

About - This brings up a series of about requesters, that mainly tell you a bit about this program ;).

Quit - This exits MiniDropWB :(.

Internet Buttons

Chat - This allows players to chat to eachother while their playing MiniDropWB. This only works when link mode is selected and you are actually connected to another computer over IRC. This adds a message box, and a input box to the main window so that you can send and receive short messages while playing.

Listen on Port - This input box lets you select the port number to wait for another computer running MiniDropWB to connect to. 4444 is the default port number, but I'd use anything from 1030 to 9999. Remember to inform the person trying to connect to your computer what your port number is.

Iconify While Waiting? - This button turns the iconify while waiting for somebody to connect to MiniDropWB. This will close all MiniDrops Windows, and leave a little window bar on your workbench until either somebody connects and you accept, or you uniconify it by pressing the right mouse button when the window is selected.

WAIT FOR CONNECTION - This button tells MiniDropWB to wait for somebody to connect (over the internet) to you on the specified port number. When somebody does connect to MiniDropWB, you will be given the option (by way of a requester) to accept or refuse the connection. If you have the iconify button checked, MiniDrop will iconify while waiting for a connection.

Connect to Host - This input box lets you select the Internet address, either in number (IP) form, or text hosts (only enter hosts from @ onwards and don't include @). This is used

when you attempt to connect to another computer (also running MiniDropWB). If you are trying to connect to somebody who is on a dynamic internet host address, then you must have their current IP or text address, because everytime they connect to the internet, they are given a dynamic address allocated by their internet service provider. (See problems)

V (Phonebook) - This button brings up your internet phonebook window

- Then you can select a previously entered host (only non dynamic internet address are currently supported). (See problems)

Connect to Port - This input box lets you select the port number to attempt to connect to another computer running MiniDropWB. 4444 is the default port number, but I'd use anything from 1030 to 9999. Remember to check that the person your trying to connect to is waiting on the same port number.

Send Message - This allows you to send a short amusing or rude (only slightly) message when attempting to connect to another computer. This will be displayed in a requester on the computer you are trying to connect to (only if they are running MiniDrop and waiting on the correct port number).

ATTEMPT TO CONNECT - This button attempts to connect to another MiniDrop, running on another computer over the internet. MiniDrop will attempt to connect to the specified host using the select port number. If the connect is succesful, the message will be sent, and the person running MiniDropWB on the other computer will either accept or refuse the connection.

1.8 MiniDrop WB - Usage

MiniDrop Preferences Window

This is the additonal setup window. There are 5 buttons to configure MiniDropWB to your requirements. The following is a list of the buttons, each with a description of what it does:

Player 1 - This input box sets the name of player 1.

Player 2 - This input box sets the name of player 2. If your using Solo or Link mode, then you won't be able to change player 2's name.

Screen Palette - This allows you to choose from all the colors on the current screen. With the Color button, you can change the color of the board, and both player1 and player2.

Color - This cycles through three options. BOARD allows you to change the board color. PLAYER1 allows you to change the color of player 1's circles. PLAYER2 allows you to change the color of player 2's circles. You choose the colour by selecting a colour from the screen's palette.

Screens - This allows MiniDropWB to open it's windows on any public screen, which means that you can attach it to another screen, created by another program. Try to move MiniDrop to another screen or quit it, before closing a public screen that you have moved MiniDrop too or you may have problems!

1.9 MiniDrop WB . Usage

MiniDrop About Window

This is a series of requesters mainly to tell you some things (interesting or not) about MiniDropWB. Just click okay to continue on to the next about window. Don't worry, there's not that many ;).

1.10 MiniDrop WB . Usage

MiniDrop Phonebook Window

This window contains all your previously entered internet hosts. This saves you having to enter the host over and over again if you link up to that host a lot :). There are 7 buttons to help manipulate the phonebook. The following is a list of the buttons, each with a description of what it does:

Aliases - This shows the currently selected Alias from the phonebook list. To select an alias, just use the slider and arrows to get the alias you want in the display, then simply click on the alias you want to select.

Alias - This input box allows you to change the alias of the currently selected alias. This is the text that will appear in the aliases list. Upto 30 characters can be entered.

Host - This input box allows you to change the internet host address of the currently selected alias. This is the actual host that will be used to attempt to connect

to another MiniDrop over the internet at that address. You can enter hosts in either number (IP) form, or text hosts (only enter hosts address from @ onwards and don't include @). At the moment, only non dynamic internet address are currently supported). (See problems)

Select - This will select the host to attempt to connect to in the setup window, and close the Phonebook window.

Add - This will add a brand new alias to the list with the alias 'NEW'. This allows you to add more/new internet hosts to your phonebook.

Del - This will delete the currently selected alias (and it's associated host) from the list. Be careful what you have selected when you press del, as you can't get it back. If you do delete something, don't save the new phonebook, then exit and rerun MiniDrop and hopefully the deleted alias will be there.

Save - This saves the current phonebook as the file 'MiniDrop.hosts'. When MiniDropWB is next loaded, this new phonebook file should be automatically loaded. When you press save, MiniDrop will attempt to rename the old phonebook file to 'MiniDrop.oldhosts' so you could get back the old version if you made a mistake in the new phonebook, by deleting the file 'MiniDrop.hosts' and renaming the file 'MiniDrop.oldhosts' to 'MiniDrop.hosts' (without the 's of course!).

1.11 MiniDrop WB - Problems

Problems

If you encounter any *serious* bugs (don't email me unless it's really necessary, if it's just a small problem, try catching me on IRC, usually late at night and mainly on weekends. See credits for more info).

Here are a few problems that I already know about, and (if there are any) some fixes.

If you are having trouble connecting to another MiniDrop, make sure you have the correct host address (and the current dynamic one, if there ISP uses dynamic IP address), and make sure that the other person is waiting for a connection on the same port number. If that doesn't work, try getting them to try and connect to you, and you wait for the connect. If that doesn't work, try changing the port numbers (must be the same at both ends). If all else fails you can either try and catch me on IRC or EMAIL me. (See

credits
)

So far MiniDrop has been tested on a few setups:

Computer/Processor/Ram/TCP-IP software

A1200/68030-40Mhz/10Mb/Miami 1.1	(Me)
A1200/68030-40Mhz/10Mb/AmiTCP 3	(Me also)
A1200/68030-50Mhz/Not Much/AmiTCP 4.5	(Jaimz)
A4000/68060-50Mhz/32Mb/Miami 2.1	(JadeFalcon)
A4000/68030-??Mhz/14Mb/Miami 2.1	(Manatee)
A1200/68030-??Mhz/10Mb/Miami ??	(Miggy)
A1200T/68040-25Mhz/18Mb/Miami ??	(Gaz)

If you are running it on a machine not listed here, lemme know and also let me know if you have any problems. It doesn't seem to work on two testers computer so far, and I'm not sure why this is as yet. It's either something to do with their TCP/IP setup, or their Amiga. It doesn't seem to work to well on a 68060 (or does it??), but I think that could be something to do with Blitz Basic2. The game seems to work fine on all computers with kickstart 3.0 and Workbench 3.0, except when you try and connect over the internet, which leads me to believe it has something to do with the TCP/IP software. It does and has worked fine for me, and many other people, so hopefully you will be able to run it without any problems!

If you or one of your friends is on a dynamic internet address, then you will have to use something like IRC (try /whois) to find out what their address currently is, as it changes everytime they or you login. I'm currently trying to find a good way to find out dynamic addresses, so if anyone knows of a good way, lemme know and I will be most grateful!

This program will not connect over the internet if you are using a AS225r2 derived stack (or anything else that isn't AmiTCP compatible). I will maybe write a version that can use either, but I have no documents on how to program the AS225r2. If anybody knows how to do it, or where to get the docs, I would appreciate being told ;).

1.12 MiniDrop WB - To Do

To Do

Things to improve:

- Computer player
- Graphics
- Improve speed to use less CPU time
- Remove any bugs in the Internet routines
- Remove any other bugs
- Longer chat messages

Things to add:

Dynamic IP resolution
Sound (*maybe*)
Main window iconifying

Note:

This is the Second and probably the last version of MiniDropWB to be uploaded to Aminet and spread freely. If I get any bug reports and/or fix any problems, then I will upload a newer version. I am currently working on some other Amiga software, so this To Do list is only going to happen if I get a lot of people asking about new version (or giving good ideas to improve it), or I get some spare time and figure out how to do the new routines for it. For more information see

credits
and
NBS-Amiga
.

This is FreeWare software, but that doesn't mean that anybody sending a couple of quid (as this has taken some of my time to make) won't be appreciated. If anybody does send a couple of quid, then they will be treated to a demo copy (to test) of my next internet compatible game. (See

Reign Of Chaos
)

1.13 MiniDrop WB - Credits

Credits

This product has been brought to you by NBS-Amiga (20-October-1997).

This software and document was made by and is copyrighted to

David "COolWAve" Newton

Thanks to *all* the beta testers (including the ones I can't remember!):

Gaz, JadeFalcon, Jaimz, Manatee, Miganut, Tigs, Unicorn
Vosot.

To contact me try:

IRC - Try #AmiChat or #AmIRC on GalaxyNet ()

or Try #AmIRC or #Rexx or #TheMangoTree on DALNet ()

I'm only usually on IRC late night (I mean after 1.00am, cos I usually go on after finishing my programming for the day!).

EMAIL - minidrop@nbsamiga.demon.co.uk

SNAIL MAIL (that's post to you and me!) -

David Newton,
64 Breach Road,
Heanor,
Derbyshire.
DE75 7NJ.

Look out for other NBS-Amiga products coming your way soon!

1.14 MiniDrop WB - NBS-Amiga

NBS-Amiga

NEW: NBS-Amiga WebSite - <http://www.nbsamiga.demon.co.uk/>

NBS-Amiga is a NEW group of people (a very small group at the moment!), that will try it's best to produce some good amiga software ;). We have plenty of ideas, and many things to finish and release (when their ready!). We are going to try and release a sort of internet suite, made up from seperate releases (we're learning this TCP/IP stuff as we go!). We are also attempting a few internet games (to cut our teeth on internet programming), and a few non internet games (hopefully, if we get some good GFX artists!).

NBS-Amiga may not be at the cutting edge of the Amiga software programming, but hopefully, we can produce software that some people will actually use, and find useful. We will be releasing some Freeware software (like this, as this is just a test of our net coding), some Shareware, and hopefully one day commercial software (but not with a ridiculous price!).

If you are a graphics artist or musician/soundfx type person and you would be interested in producing Amiga software (for commercial or non commercial products) then PLEASE email us on nbs@nbsamiga.demon.co.uk . Coders are welcome to write, but at the moment we have plenty of programmers, but you sure can email us for a chat and maybe swap ideas/code or *MAYBE* offer some help (if we can, and only in 68k, BLitz2, and maybe C).

1.15 MiniDrop WB - DWaRFx

DWaRFx

NEW NEWS:

DWaRFx-TNG (The Next Generation) will soon be available for downloading, visit the site below and download the latest and best AmIRC rexx scripts available!

This is a program mainly coded by a friend of mine: Gareth "Gaz" Murfin. I have coded some routines for it (so you know it has to be great!), so if you use AmIRC why not do yourself a favor!

|DWaRFx-TNG| is a collection of Arexx scripts for AmIRC each script carries a Red Dwarf theme. They have many purposes, ranging from useful OPping and inviting facilities, to annoying channel mass destruction weapons of hate. The main aim being to inject a little Red Dwarf style humour into your IRC sessions, and hopefully make life a little easier for yourself, and others.

Here's a list of |DWaRFx|'s features:

- Away + Back functions
 - Random Away + Back
 - Speak Kicking
 - Nick Protecting
 - Channel Bombing
 - Audible Speaking Using an authentic Kryten Voice!
 - Annoying
 - Serving Snacks
 - Judging
 - Logging
 - Quitting
 - Quoting
 - CTCP Responses (Finger, Ping, Version etc.,)
 - Auto Get Sound
 - Auto Send Sound
 - Auto Dcc Get
 - Definitioning
 - Fake Replying
 - Random Kicking
 - Randoming Insulting
 - Alias Making
 - Auto Swear Word Kick/KickBan (with optional number of warnings first)
 - Auto Obscene Nick Kick/KickBan
 - Auto Join channel on INVITE
 - Friends lists
 - Encode and Auto Decode messages (MCF, Cybeonix, SoundLeech, DWaRFx)
 - Auto Op
 - Auto Greet Friends
 - Auto Channel Greet
 - Automatical Running upon connection (on numerous AmIRC's)
 - CTCP Sound Playing (for early versions of Amirc)
 - Sending & receiving all types of encrypted messages
 - KickWord and Nick options
 - And Mass functions in ->
 - banning
 - Kicking
 - OPing
 - DeOPing
 - Voicing
 - Messaging
 - Inviting
 - UnVoicing
 - Timed Invites
 - Hiding OPs
-

- |DWaRFx-TNG| Additional Features:
 - Away Pager and Log
 - FloodProtection
 - XDCC File Server
 - WALL Channel messaging - Ops, NON Ops, Everyone
 - Channel Guard modes
 - Auto Send messages on join channels
 - Friends Protection and Revenge modes
 - Graphical Channel ping displays
 - Bot protection

- And many more internal ones....

You can get DWaRFx-TNG using your favorite web browser by pointing it at
<http://www.users.global.co.uk/~gazy/>

Or Email

gazy@globalnet.co.uk (just ask me to send it to you ;)

1.16 MiniDrop WB - AmiGAB

AmiGAB

AmiGAB is my attempt at a decent (well hopefully decent) IRC client. This project has only just been started so it will be some time before a shareware version will be released. It will have many useful features, one of them being no MUI requirement. Although, I had nothing against MUI personally (as the newer version seem good, and a lot of internet software that I use would probably not have been written, as people hate doing GUI!) but I would like to think I can write an decent GUI for an IRC client. This does mean that it will take me more time, but I think some people will appreciate it (especially those trying to 'net on a budget).

Hopefully, when AmiGAB is released, we should have started working on some other non-MUI internet tools (like Newsgroups, Email, and *maybe* a web browser!). We think it could be possible to use the internet with just a basic amiga and small HD and a cheap modem :) (I know some people are already doing this, but just ask them how easy it is, and what software they can run together!). Anyway, you should upgrade (if you can afford it, even I could manage to buy a 68030 and 8mb of ram!) as it means maybe more games could be published if we all had faster computers (if you wanna play doom/quake that is).

NEW NEWS:

At the moment, the AmiGAB project has been put on hold. Hopefully it will be restarted when we have time to do it :).

1.17 MiniDrop WB - Reign of Chaos

Reign of Chaos

This is my next internet compatible game project ;). It's based on the old spectrum game (Chaos - By Julian Gollop). It's a 8 player game, where you control a wizard, and summon creatures and cast spells to try and kill the other wizards. It should make an ideal game for the internet (and for non internet play) as it only takes half an hour to play (usually).

At the moment, the game isn't barely up n running. There's only some basic graphics, and no internet routines at the moment. Here's a list of some things that may be in the final game:

Upto 7 way internet play (including you) with the possibility for more than one player to be on any one computer

Upto 7 computers players, with variable skill levels.

2-8 players per game, if somehow one person disconnects from the game (over the internet), the game will continue, but that player will be dead! (I think, anyway, that's the plan at the moment!).

All players on seperate computers (over the internet) can do their spell casting and creature summoning in one go (as it will speed up turns, if everybody can be doing some things at the same time), as it is a take-it-in-turns kinda game.

I have some ideas for this games, like tournaments, where you have say 32 ppl, and they all take it in turns to fight everyone else in groups of 8 (played over a set amount of time, like a week). Maybe a web site (or something) to log battles on, so we could have a really cool Chaos World Ranking List (hehehehe, that may be a bit over the top....but who knows!).

Anyway, I'm not sure when this game will be in a fit state to release, so don't hold ya breath. But you can be sure it will get released eventually!

1.18 MiniDrop WB - UFO

UFO

UFO is a fairly simple space invaders type game for one or two players. It was programmed for a bit of fun, and because I was given the graphics, and so I had to make a little game out of them :).

This is a small PD game produce by David Newton, and Arash Tavakoli. Thanks go to Ian Lockwood for the title music. Download it from the

NBS-AMIGA
web site.....HAVE FUN