

SCS

COLLABORATORS

	<i>TITLE :</i> SCS		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Contents

1	SCS	1
1.1	SCS.guide	1
1.2	Introduction	1
1.3	Changes	1
1.4	Features	2
1.5	Installation	2
1.6	How to use SCS	2
1.7	Choosing Number of Players	3
1.8	Choosing Game Type	3
1.9	Entering Player Names	3
1.10	Playing the Game!	4
1.11	Disclaimer and Author Info	4

Chapter 1

SCS

1.1 SCS.guide

This document describes 'Synergy's Cricket Scorer' 1.0, a ↔
shareware utility
for scoring Cricket on your Amiga.

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Introduction

Installation

How to Use SCS

Disclaimer

1.2 Introduction

Introduction

SCS is shareware, the registration fee is a measly \$5

If you use this program more than 10 times you should feel at least
slightly obligated to send in the shareware fee. :)

Many thanks to David Benn for writing ACE Basic Compiler which was used
to create SCS.

Changes

Features

1.3 Changes

Changes

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No changes yet....this is the first official public release! :)

1.4 Features

SCS Features

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- Nice button driven format for quick and easy entering of darts.
- Scores both Straight and Cut Throat Cricket.
- Scores 1 to 4 players.
- Draws /'s X's & O's just like the bar versions.
- Even draws little darts like the bar versions!

1.5 Installation

Installation

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No real installation needed, just copy SCS to where you want it.
You must be using WB2.x or higher.
You must have the 'mathtrans' library in Libs:
One minor bug... :) Your 'default screen font' must be an 8 pt font.

1.6 How to use SCS

Usage

=====

You can run SCS from the CLI or via Workbench (although I haven't provided an icon).

From the CLI the usage is as follows:

SCS [number of players] [game type]

where 'number of players' is a value of 1 to 4

'game type' is either 's' for Straight or 'c' for CutThroat

commandline options are optional and may be specified in any order

If you do not specify either of the options you will be prompted by a

window asking you this information.

Number of Players

Game Type

Player Names

Playing the Game!

1.7 Choosing Number of Players

Choosing Number of Players

=====

If you didn't enter the number of players via the command line options then you will be prompted by a window to choose the number of players you want for the game.... simply click on the gadget indicating the proper number of players.

1.8 Choosing Game Type

Choosing Game Type

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If you didn't enter the game type via the command line options then you will be prompted by a window to choose the game type you want for the game.... simply click on the gadget indicating the proper game type.

1.9 Entering Player Names

Entering Player Names

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This is where you enter the names of the people who will be playing. A series of input boxes will prompt you to enter the names. Simply type in their name (maximum of 11 characters), then click on the 'OK' gadget. If you click on the 'CANCEL' gadget a blank name will be used!

Due to a quirk in ACE Basic you MUST click on the 'OK' gadget to enter the name, just hitting return will not work. I know it's annoying and I'm working on fixing it. :)

1.10 Playing the Game!

How to Play the Game

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On screen you will see the player names displayed across the top. The name of the player up to shoot is both displayed in the middle AND highlighted. To enter darts just click on the gadget corresponding to what they hit on the dart board. For example; 'D 15' if they hit a Double 15, or 'T 20' if they hit a Triple 20. Click on 'MISS' if their dart either missed the dart board all together or if it hit a number such as a '12' (which is not used in scoring Cricket).

```
*****
* MAKE SURE you enter the proper darts because as of now there is no *
* confirmation of dart and there is no way to get back from a mistake! *
*****
```

I didn't put in confirmation because I thought confirming each dart with an 'OK Cancel' requester was annoying.... if enough people complain I'll put it in as an option. Being able to take back mistakenly entered darts could turn into a major programming hassle but could probably be done. Remember, registering gives your requests MUCH more clout!

As you enter the dart the appropriate little /'s X's & O's will be drawn under that players column and the proper score of each player will be displayed at the bottom of each player column.

Use the 'ABOUT' gadget to get info on ME! :)
 Use the 'QUIT' gadget to stop playing with SCS.
 Use 'ReStart' to start a new game of Cricket.

1.11 Disclaimer and Author Info

Disclaimer and Author Info

This version of SCS is shareware , future versions may or may not be.

'Synergy's Cricket Scorer' is Copyright (C) 1994 John George
 It may only be distributed as long as all of its files are included in their original form without additions, deletions, or modifications of any kind and only a nominal fee is charged for its distribution.
 This software is provided *AS IS* without warranty of any kind, either expressed or implied.
 By using 'SCS', you agree to accept the entire risk as to the quality and performance of the program.

Shareware fees, suggestions etc can be sent to:

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