

**in**

**COLLABORATORS**

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Contents

<b>1</b>	<b>in</b>	<b>1</b>
1.1	Boum v1.2 documentation (contents) . . . . .	1
1.2	Introduction . . . . .	1
1.3	Requirements . . . . .	2
1.4	Freeware . . . . .	2
1.5	How to play the game . . . . .	3
1.6	Sounds . . . . .	3
1.7	Bugs? What's that? . . . . .	4
1.8	Contact addresses . . . . .	4
1.9	History . . . . .	5

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# Chapter 1

## in

### 1.1 Boum v1.2 documentation (contents)

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Introduction
    /--\  _  _  _

Requirements
    \ / / \ | \_ / \

License
    / -\ \_ / \_ / | \_ / \_

Playing the game
    \_ / \_ / |_ | \_ j

Sounds
    a minesweeper by

Bugs?
    Olivier Fabre

How to contact me

History
    v1.2 - 25 November 1999
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### 1.2 Introduction

Boum is just another minesweeper, yes; but the other ones I tried had some problems (IMO):

- crashes
  - non user-friendly
  - ugly graphics
  - opened interlaced screens
  - aso...
-

(not all these in just one program though ! ;-)

So I decided to make a minesweeper that would please me.

Boum features:

- safe start
- highscores tables
- system friendly code (works on true colour screens etc., no enforcer hits)
- adapts to the screen resolution (eg 640x256 or 640x512)
- other things you'll see by yourself

If you don't like the new graphics, send me a mail with your wishes.

Vu que je n'ai pas encore implémenté l'usage de la locale.library, la version française est disponible ici: <http://off.free.fr/boum/>

### 1.3 Requirements

Boum requires an Amiga with OS 3.0 and a 68020, or better.

It should be playable on a 2 colours workbench... but I recommend a screen with more colours. Depending on your background pics, a 32 colours screen should be okay (the graphics use 11 different colours). I'm now using a 16bit WB, so...

Boum looks better on a screen with square pixels (eg 640x480).

### 1.4 Freeware

Boum is released under the concept of FREeware; that is to say:

- You are allowed to use this software package for free.
- You are allowed to distribute this software package ONLY in its original, complete and unmodified form, as you got it, with all the documentation, icons, etc.

The "Boum.readme" file should be provided too, but this is not mandatory.

The only accepted modification is the use of an archiver (such as lha or lzx) to archive the whole software package (the "Boum" directory with all its contents plus the "Boum.info" file). This archiver must not modify the data after the process of archiving-desarchiving.

(users of lha should use the -a switch to keep file attributes, though this is not needed in the case of \*this\* distribution of Boum)

- You are NOT allowed to SELL this software package ! This license only gives you the right to use and distribute for free this
-

package.

It is however allowed to include this software package on CD-ROMs containing freely distributable software, such as Aminet CD-ROMs, as long as the price of the CD does not exceed US\$20. The same applies to floppy disks, but for US\$4 maximum.

Magazines, too, are allowed to include this package on their coverdisk/CD, but it would be nice to  
send me  
a copy of the mag  
if you do so.

It is allowed to include this software package on freely accessible electronic archives, such as Aminet.

- There is no warranty of any kind related to this software. The author(s) may not be held liable for anything that might or might not happen before, during or after using this software.
- Use of the program or one of its related files, as well as distribution of this software package, imply the acceptance of this license.

PLEASE NOTE: the sound files were not made by me and their legal status is unknown to me; so this license does not cover modification and/or distribution of these sound files alone.

If you do not agree with this license, delete the whole software package.

If you're a lawyer, you're welcome to make a real usefull license for Boum out of this one. ;)

## 1.5 How to play the game

You should know how to play minesweeper, I guess...

2 remarks:

To access the menu while playing, you must first move the mouse pointer out of the window.

To get right mouse button clicks, Boum needs to have its window selected; so if you go away from Boum to, say, change the volume of your mod player, and then return to Boum and want to mark a square, you first have to select the window with the left mouse button (click on the title bar or on a square already marked or digged).

## 1.6 Sounds

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If you don't like them, you can:

- use the menu to deactivate them
- delete the "Sound" directory... (argh! ;-)
- copy your own sound samples other the originals..  
(ButtonClick.8svx = left click  
click2.8svx = right click  
expl2.8svx = explosion)

You simply must have the datatype corresponding to the format of your new samples.

BTW, these sounds were not made by me, and I don't know if they are copyrighted or whatever...

## 1.7 Bugs? What's that?

Would you find any bug, then  
contact me  
!

But don't forget to provide me with some informations on your system:

- Boum version !
- OS version
- processor
- memory
- ECS/AGA or graphic card (which one, with what graphics emulation software ?)
- on what screen is opened Boum's window (other than WB? laced? true colour? chunky?)

..and all that kind of stuff that may be in relation with the bug..

## 1.8 Contact addresses

Don't hesitate to drop me a word if you have any suggestion:

E-mail: off@free.fr  
or: stan@rtel.fr (ONLY if the above does not work for a long time!)

Or...

Olivier Fabre  
19 chemin de l'ermite  
38230 Tignieu  
France

If you really like Boum, donations are very welcome... But a mail would be nice as well ;)

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## 1.9 History

v1.0 - 2 March 97

Initial release.

"Boum" now officially doesn't work on (at least) some graphic boards :-(.

v1.0a - 10 March 97

Fixed highscores bugs.

Now saves hiscores and prefs in a single file at exit (Boum.prefs no longer needed).

Little modifs that \*might\* improve gfx drawing.

I've been told that "Boum" version \*1.0\* works correctly with EGS & also on a A2000 OS3.1 with Picasso II / CGFx ! (even on a truecolor screen, I can hardly believe it ;-)

v1.0b - 24 March 97

Little checkmark bug in the menu fixed.

Minor gfx modifs.

Added a 'New Game' menu.

Handles big fonts in the highscores name requester.

Last highscores bug totally atomised !!! \*(<8·) (Well, I think. It didn't cause any problem for me & some other ppls, but I was forgetting to test something indeed.)

v1.0c - 15 April 97 - internal version

Added some more error checks...

Changed colours allocation order, in order to make it look a bit better when there are less than 6 free colours.

More tries to improve graphics boards support...

v1.1 - 2 May 97

In order to make it work under Picasso96 v1.17, no more call to BitMapScale() when it's not needed (ie when your WB screen has square pixels). This function is bugged in Picasso96 ATM.

Sound.

v1.1b - 31 March 98

Bugfix: no library was closed at exit :-( ... (error in my macros !)

New icons, Amigaguide doc.

Minor improvements & gfx modifs.

v1.2 - 25 November 1999

- New 11 colors graphics

- Finally fixed this nasty not-all-mines-are-displayed-when-you-lose bug that could happen in certain situations

- Pause game

- New (Glow)Icons

- Doc. corrected for v40 AmigaGuide

- System friendliness improvements (\$VER string format, stack is MEMF\_PUBLIC, StackSwap() used)