

AGA_Puzzle

COLLABORATORS

	<i>TITLE :</i> AGA_Puzzle		
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REVISION HISTORY

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Chapter 1

AGA_Puzzle

1.1 Guide AGA Puzzle

AGA Puzzle v.1.1

by LUX Olivier.

AGA Puzzle is mailware.

Copyright.

Installation.

Requirements.

The game.

New.

Author.

1.2 Copyright

AGA Puzzle copyright © 1998 by LUX Olivier.

AGA Puzzle is mailware. If you use AGA Puzzle, you must send me a mail or a letter.

I give permission to distribute AGA Puzzle :

- in freeware and shareware collections.
 - in cover-disk or cover-CD of magazines.
-

- in CD shareware compilations.

BUT, it's strictly forbidden to modify the soft or separate it from the guide. On the other hand you can add pictures or initialized games (also the player can't see the initial picture).

For other diffusion : contact me.

1.3 Installation

Installation ??? What ?

Copy the AGA Puzzle directory where you will. It's all :)

1.4 Requirements

AGA Puzzle should work in all AGA Amiga.

It uses much CHIP RAM (particularly if you're selecting a big picture with many colours and a little nombre of pieces). FAST RAM isn't useless (but, even in a simple A1200, if your workbench isn't too gourmand, AGA Puzzle should work). After the selection of the puzzle, AGA Puzzle verifies if your RAM is sufficient for this puzzle.

Comment : if the picture is in low resolution (and/or have a little nombre of colours), AGA Puzzle takes much less CHIP RAM. See :
Options
.

1.5 New

The program is now localized (thanks to Xavier Nuel).

1.6 The game

Some instructions.

Some comments.

1.7 L'auteur

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AGA Puzzle is my second program. You can also try my first game: VDT.
On Aminet: game/2play
AGA Puzzle is entirely writed in
Blitz Basic
.

Comments or counsel for AGA Puzzle are welcome.

As for me, I advise everybody to use the wonderful program
MCP
.

This is the end of my first guide. Enjoy yourselves !

1.8 Some instructions

- * To begin a game : first click on Load a picture. You can ↔
select a
IFF picture (no HAM). Just verif that the size of the picture
isn't much too large for your screen.
 - * After, you can adjust many
options
.
 - * Click on Play.
 - * Click on Begin.
 - * During the game : press :
 - on 'space' to change screen,
 - on 'n' to turn the piece (if Turn on is selected),
 - on 'q' to return on Workbench (the game isn't lost).
 - * If you have press on 'q' :
 - click on Continue to continue.
 - click on Save to save the game. AGA Puzzle makes a save file (ex. :
puzzel1) and a IFF file : puzzel1.IFF.
 - click on stop to stop the game. This puzzle is lost.
 - * Lastly, to load a saved game, click on Load a game in the first window.
-

1.9 Some comments

- * You use AGA Puzzle at your own risk.
- * If you ever find a bug, please report them by sending me the following in as much detail as possible.
- * AGA Puzzle opens 2 screens for the puzzle. Also, you can lower these screens or turn back these screens. However I advisable to use 'q', because this gives more control.
- * There is no option to view the initial picture. You can (if your CHIP RAM is enough) use your favorite viewer.
- * The number of 'Right piece' is an indication. AGA Puzzle verify if the puzzle is strictly reconstituted. In some case, you can't see the fault.

1.10 Options

- * High res.|Low res. allow you to open high or low resolution screens. It's useful to open a low resolution screen with a low resolution picture.
- * Reverse on|Reverse off. If you use Reverse on, AGA Puzzle can reverse pieces.
- * You can change the number of lines and the number of columns. The maximal number of pieces is 10000. For children, you can choose a low number of pieces. In this case, I allow you to use a low resolution screen.

1.11 My other programs

1.12 Blitz Basic

For me, the Blitz Basic is an interesting programming language. It has some lack, because it's a 'basic'. His big quality is the easy access to particularities of the Amiga.

Blitz Basic 2 Copyright 1995 - Acid Software.

1.13 MCP

For me MCP is indispensable. This a commodities compilation.

MCP © Copyright 1994 - 1996 by ALIENDESIGN.
