

# **Gui4Doom\_MUI**

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**COLLABORATORS**

	<i>TITLE :</i> Gui4Doom_MUI		
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**REVISION HISTORY**

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## Chapter 1

# Gui4Doom\_MUI

### 1.1 Welcome

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                000000 00 00 000000
00      00 00  00  00      0000  00 00 00 00 00 00 00 00 00 00 00 00 00 ←
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0000  0000  000000  00  00000  0000  0000  00  00 0000 00  00 ←
    0000  000000

```

Version 1.0 By Erwan Fouret and Xavier Nuel  
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Introduction

Disclaimer

Requirements

Installation

Using

Authors

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History

Future

About MUI

EFMUILib

Thanks

## 1.2 Introduction

Introduction

For now more than 3 months, Doom can be played on Amiga. But, there are now many engines (7), and it is not easy to configure all to know which is the best on one's amiga.

So, Xavier decided to code a GUI to easily use all dooms. He then asked me to code a MUI interface for it. Then, after version 0.5, I decided to totally remake the interface. I wanted it to be more powerfull and still easy to use. After many hours of work (Xavier also helped me, of course), we think it is ready.

## 1.3 Disclaimer

Disclaimer

This software is freeware, you can distribute it as long as you don't change any part of the archive and you don't make money with it (the price of a disk or a compact disk is a maximum).

If you want to put this software on a magazine, for example, please contact

us  
before!

You use this software at your own risk! The authors cannot be made responsible of any damage caused by this software to the user, his hardware or his software! It must be said!

## 1.4 Requirements

Requirements

Hardware :

- An Amiga (ECS and above)

Software :

- MUI 3.8+
- locale.library 38+
- These commands in the path (e.g. c:) :
  - AddBuffers

- Copy
- Dir
- Execute
- MakeDir
- Mount
- Rename
- A Doom engine and at least one doom wad file

## 1.5 Installation

Installation

Just copy the executable where you want! If you want to install a catalog, copy it into LOCALE:Catalogs/language/ where language is a language (e.g. français).

If someone wants to make an Installer script to install it, he can send us it :)

## 1.6 Using

Using

There shouldn't be any problem. Just don't forget to correctly set the paths, and it should work.

## 1.7 Authors

Authors

- Erwan Fouret  
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- Xavier Nuel  
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Home : <http://www.a2points.com/homepage/3698138/>  
Mirror : <http://www.altern.org/baddolls/>

You can find us on IRC, on channel #Amiga or #AmigaFr both on EFNet and DALNet.

## 1.8 Bugs

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Bugs

ATM, no bugs are known, but if you find one, contact us!

## 1.9 History

History

Version 1.0

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- The GUI has been totally remade.
- No more Enforcer hits.

Version 0.1->0.5

~~~~~

- Old versions based on the GadTools one.

## 1.10 Future

Future

- More languages supported
- Best network support?
- Will support all future options of future version of doom engines.

## 1.11 About MUI

About MUI

MUI - MagicUserInterface

(c) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

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to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

## 1.12 EFMUILib

EFMUILib

This program uses EFMUILib version 1.5 CopyRight ©1997/98 by Vivid Imagination.  
This lib allows you to easily program MUI applications with Blitz Basic 2.

It's freeware, download it now on Aminet : [dev/mui/mui38dev-bb2.lha](http://aminet.net/dev/mui/mui38dev-bb2.lha)

EFMUILib is written by Andreas Håkansson & Erwan Fouret.

## 1.13 Thanks

Thanks

We want to thank :

- Stefan Stuntz for MUI
- All programmers who did the port of Doom on Amiga!
- ID Software for Doom
- Everyone who uses that program :)