

PacMan96_English

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Chapter 1

PacMan96_English

1.1 PacMan'96 Guide 1.0 ©1996 ALCATRAZ Entertainment Software

PacMan' 96

©1996 ALCATRAZ Entertainment Software

Introduction

- Just look what it is

System Requirements

- What you need

Copyright

- No risk, no fun

Installation

- No disk, no run

Usage

- How does it work

Program/Problems

- If nothing works

Any-Ware

- Important !

Authors

- Who, What, Where
-

History
- How time goes by...

1.2 PacMan'96 Documentation - Introduction

PacMan'96 Introduction:

PacMan is one of the most known and legendary computer games in the world. Unfortunately, we had to recognize, that for the Amiga there is no real usable version available. So it happend to me as a A4000/040 user (and me as a A3K/060 user, note from the translator:) again and again that most (Shareware) PacMan ports (or is this PacMen;) heavily crashed my machine or flicker a lot.

Because of this, one thing has to be said before:
From today on all Amos/Basic/crap-programers can keep their fingers away from porting another PacMan ;).

PacMan'96 Features:

- * Written in C++/Assembler
- * Enforcer-Hit free
- * Runs in Multitasking
- * Runs on dragable Screens
- * Free selectable ScreenMode
- * Runs driver independ(!) on all graphics boards
- * Runs in a window on the Workbench(!)
- * Taskpriority selectable
- * Selectable Game Control (lowlevel.library support)
- * All Resources are allocated and freed
100% system friendly
- * All Options are written to disk (how wonder!)

1.3 PacMan'96 Documentation - System Requirements

PacMan'96 System Requirements:

Minimum required:

- * an Amiga with OS 2.0 (V36)
- * 68020 Porzessor
- * ~400 kB free ChipMem
- * ~500 kB free FastMem

These Requirement might look a bit high for such a simple game. This is because the game is 100% system compatible and therefore needs more resources than a hardware banging code will use.

Theoretically it would be possible to write a version

that runs on a plain OCS/68000 Amiga but I think a 10 year old configuration is pretty out of date to be supported.

1.4 PacMan'96 Documentation - Copyright

DISCLAIMER:

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Copyright:

Workbench (TM), Intuition (TM), und Amiga (TM) are Trademarks of their respective Owner.

For the Program PacMan'96 and this Manual:

Copyright ©1996, Oberdorfer Andreas.
All Rights reserved.

Also see

Any-Ware
conception.

1.5 PacMan'96 Documentation - Installation

Harddisk Installation :

Drag the PacMan96 Drawer into a directory of your choice.

Starting from Hardisk:

Open the PacMan96 drawer and start the program by double clicking on the PacMan96 icon.

In the PacMan96 directory you can find a "s" and a "c" directory. Both are used for the Floppy Disk installation.

If you want to save some bytes on your harddisk you might delete these directories.

Floppy Disk Installation :

Please copy the whole contents of the PacMan96 Drawer to an empty formatted Floppy Disk.

* Only spec. X-Mas release:

On disk is not enough space for all files, so you must not copy the following files:

X-Mas96
X-Mas96.info
X-MasMan
X-MasSmpl

Please don't forget to make this disk bootable by (e.g.) typing "Install df0:" from shell.

Starting from Floppy Disk:

Insert the disk into one diskdrive and reboot your Amiga.

Or:

If the Workbench is running, open the PacMan disk and start the program by double clicking onto the PacMan96 icon.

To EGS Users:

If you want to play PacMan'96 you will have to use the EGSPPlus emulation.

You will find EGSPPlus on Aminet® in gfx/board drawer named EGSPPlus.lha.

EGSPPlus changes the EGS emulation in such a way that it can now deal with friend bitmaps.

Please unlha the archive and use the included installer to install EGSPPlus.

See there for further information.

(Stay tuned for Jürgen's EGSPPlus V2 !)

1.6 PacMan'96 Documentation - Usage

PacMan'96 Usage:

After you have started PacMan'96 a Main Menu will appear:

You can use the joystick or the cursor keys to move the arrows up and down, which mark the actual position in the menu.

If you press the joystick button or the return key you move to the selected sub menu.

By pressing the ESC key you can go back to the previous step and move to the main menu.

Entries in the Main Menu:

```
->  
1P START  
<-
```

OPTIONS

HISCORE

EDITOR

EXIT

If you press ESC in the main menu you will move to
the

```
EXIT  
menu.
```

1.7 PacMan'96 Documentation - 1P/2P START

PacMan'96 1P/2P START:

By pressing the left/right cursor keys or by dragging the joystick left/right you can select <1P START> or <2P START> (one or two player start).

By selecting this menu entry (press enter or the fire button) the game will be started. The rules of the game should be well-known - so I don't explain them here again (laziness:)

- * On top of the screen you find the current scores for player 1 (left) and player 2 (right). Between them you see the current high score.
- * Beside the screen you see some fruits which might be collected in this level.
- * The hearts on the bottom tell you how many lives you have left.

Images for player one are always displayed on the left side, for player two the right part of the screen is used.

While the game is playing you can press ESC or the

P key or the fire button or the Pause key on the joypad to pause the game.

A pause menu appears:

```
->
  PAUSE MENU
<-

      POPMAN

MUSICVOLUME 64

SOUNDVOLUME 64

      END GAME
```

1.8 PacMan'96 Documentation - PAUSE MENU

PacMan'96 PAUSE MENU:

By selecting this entry you leave the Pause Menu and continue the game.

This could also be achieved by pressing the ESC- or the P key or by pressing the Pause button on the joypad.

1.9 PacMan'96 Documentation - Music/PAUSE

PacMan'96 Music/PAUSE:

See the Options Menu how to change the music track of your choice. This button has the same function while you are playing the game.

1.10 PacMan'96 Documentation - MUSICVOLUME/PAUSE

PacMan'96 MUSICVOLUME/PAUSE:

See the Options Menu for more information on how to change the music volume. This button has the same function while you are playing the game.

1.11 PacMan'96 Documentation - SOUNDVOLUME/PAUSE

PacMan'96 SOUNDVOLUME/PAUSE:

See the
Options Menu
for more information
on how you can change the volume of the sound effects.
This menu button has the same function while you are
playing the game.

1.12 PacMan'96 Documentation - END GAME

PacMan'96 END GAME:

By selecting this menu entry you quit the game
for both, player one and two.

You then reach the
HISCORE
list and after
this the
Main Menu
appears.

1.13 PacMan'96 Documentation - OPTIONS

PacMan'96 OPTIONS:

Within this Menu you can make your own settings
for PacMan96 and you can also save them.

These Entries are available in the Options Menu:

P1 JOYSTICK2
P2 KEYBOARD
POPMAN
MUSICVOLUME 64
SOUNDVOLUME 64
TASKPRI 1
SCREENMODE
LOAD LEVELS
SAVE OPTIONS

RETURN
If it is not possible to change these settings,
please take a look into
Problems
.

1.14 PacMan'96 Documentation - P1 JOYSTICK

PacMan'96 P1 JOYSTICK:

Here you can change the way the first player controls the game.

By pressing the left/right cursor keys or dragging the joystick left and right you can switch between <P1 JOYSTICK1>, <P1 JOYSTICK2> or <P1 KEYBOARD>.

<P1 KEYBOARD>

PacMan'96 is played with the keyboard and the cursor keys. The RETURN key is the fire button.

<P1 JOYSTICK1>

PacMan'96 is played with the joystick or joypad connected to Amigas port 1 (the mouseport).

<P1 JOYSTICK2>

PacMan'96 is played with the joystick or joypad connected to Amigas port 2 (the joystickport).

The same is valid for the menu entry right below, which now handles control of
player two
.

1.15 PacMan'96 Documentation - P2 JOYSTICK

PacMan'96 P2 JOYSTICK:

Here you can change the way the first player controls the game.

By pressing the left/right cursor keys or dragging the joystick left and right you can switch between <P2 JOYSTICK1>, <P2 JOYSTICK2> or <P2 KEYBOARD>.

<P2 KEYBOARD>

PacMan'96 is played with the keyboard and the cursor keys. The RETURN key is the fire button.

<P2 JOYSTICK1>

PacMan'96 is played wiht the joystick or joypad
connected to Amigas port 1 (the mouseport).

<P2 JOYSTICK2>

PacMan'96 is played wiht the joystick or joypad
connected to Amigas port 2 (the joystickport).

This is also is valid for the menu entry right above,
which now handles control of
player one
.

1.16 PacMan'96 Documentation - Music/OPTIONS

PacMan'96 Music/OPTIONS:

Here you select one of three available music tracks.

By pressing the left/right cursor key or by draging
the joystick left/right you can switch between the
respective tracks.

For each music track the volume of the
track
and the volume
of
soundeffects
the can be set seperately.

1.17 PacMan'96 Documentation - MUSICVOLUME/OPTIONS

PacMan'96 MUSICVOLUME/OPTIONS:

By selecting this entry you change the volume
of the selected
track
.

Press the left/right cursor key or the joystick
left/right to decrease or increase the volume
in a range between 0 and 64.

<0> music is switched off.

<1> (very quiet) bis <64> (full pull).

1.18 PacMan'96 Documentation - SOUNDVOLUME/OPTIONS

PacMan'96 SOUNDVOLUME/OPTIONS:

By selecting this entry you change the volume of the

 soundeffects

 .

Press the left/right cursor key or the joystick left/right to decrease or increase the volume in a range between 0 and 64.

<0> sound is switched off.

<1> (very quiet) bis <64> (full pull).

1.19 PacMan'96 Documentation - TASKPRI

PacMan'96 TASKPRI:

By selecting this entry you change the taskpriority of the program.

Press the left/right cursor key or the joystick left/right to decrease or increase the priority in a range between 0 and 5.

<0> standard priority of all programs.

<1> default, should be ok.

<2> to <5> to play around (especially for Daniel
 Daniel
).

Note: The higher the priority of PacMan'96 the less cpu power is available for the other programs.

1.20 PacMan'96 Documentation - Daniel

Mr. Benchmark:

Daniel Mandic
Herrgottwiesgasse 68
8020 Graz
Austria

lord@vader.ping.at
Tel: +43/316/261910

Tests everthing and everybody.

1.21 PacMan'96 Documentation - SCREENMODE

PacMan'96 SCREENMODE:

By selecting this menu entry you can free select the screenmode PacMan'96 is running at.

By pressing the left/right cursor keys or by dragging the joystick left/right you can switch between <SCREENMODE> and <WINDOW ON WB>.

If you press the RETURN key or the fire button on your joystick your choice is confirmed.

<SCREENMODE>

An standard requester appears on the Workbench where you can select the wanted screenmode.

<WINDOW ON WB>

PacMan'96 tries to open a window on your (256 color) Workbench.

Please also see

Program
for details

and limitations.

1.22 PacMan'96 Documentation - LOAD LEVELS

PacMan'96 LOAD LEVELS:

By selecting this entry you can load custom levels that have been create by the
Editor

.

A standard file requester window is opened on the workbench where you can select a level file.

If wanted you can also autoopen a custom level on starting PacMan'96.

Two possibilities are available to load a level automatically:

If started from the Workbench:

See PacMan'96 ToolTypes. There you find an entry "CUSTOMLEVELS=MyPacMan.Levels" where right beside the equal sign the name of your level should be entered. (see your Amiga documentation how to handle tooltypes).

Started from shell/CLI:

Enter the level name after the program name, e.g.:

```
15.PacMan96:> PacMan96 MyPacMan.Levels
```

In both cases PacMan'96 tries to load the level you typed in from the current directory where you started PacMan'96. If this is not possible an Error message will be shown.

1.23 PacMan'96 Documentation - SAVE OPTIONS

PacMan'96 SAVE OPTIONS:

By selecting this entry all settings can be written to disk.

A file called "PacMan.Options" is written to the PacMan'96 directory which contains these settings:

- * Control options for both players (JOYSTICK/KEYBOARD)
- * Taskpriority
- * Screen mode
- * Window mode
- * Windowposition on the Workbench
- * Musicsettings
- * Music/Soundeffect Volume of all tracks

1.24 PacMan'96 Documentation - RETURN

PacMan'96 RETURN:

By selecting this entry or by pressing the ESC key at any position in the options menu you move back to the
Main Menu

.

1.25 PacMan'96 Documentation - HISCORE/SCORING/PRODUCT

PacMan'96 HISCORE/SCORING/PRODUCT:

By pressing left/right cursor keys or by dragging the joystick left/right you can switch the entry <HISCORE>, <SCORING> or <PRODUCT> in the main menu.

HISCORE:

On this screen the Hiscores will be shown.

Important:

You should always leave PacMan'96 with the
EXIT

function because in this case the highscores are saved to disk then.

SCORING:

On this screen you can find the scores for the goodies of the game.

PRODUCT:

On this screen all peoples involved in creating PacMan'96 are shown.

1.26 PacMan'96 Documentation - EDITOR

PacMan'96 EDITOR:

With the editor you can create, load or save your own levels. You may give these levels to friends or upload it to Aminet@, or...

To edit your own levels a mouse connected to port 1 is needed (of course).

By pressing ESC or by double clicking onto the note on the top left corner of the editor you return to the

Main Menu

.

You will find these symbols in top of the editor:

```
ED: # XCV LEV:<01> SPD:<1> IQ:<1> L S
```

Right below the current level is drawn.

```
ED: # Here you see the current edit object you are using. By clicking the left mouse button in the level area this block is set at the mouse position.
```

If you press the right mouse button, an object is cleared from the current mouse position.

If you click onto the sign (#) in the symbol line you change the current object you draw with.

These objects are available:

Blue Wall block:

This is the object to draw walls.

Small yellow point:

By pressing the D on the "ED:" string all free areas in the edit area are filled with this little yellow points. This is what have to eat :)
Warning ! Make sure you can reach all this points within the game (e.g. avoid hidden areas to be filled with points !).

Big yellow point:

Set this "powerpoint" into your level to eat the ghosts. Be carefull with setting them so you have some fun when playing :)

Ghosteyes:

You can not move over this object, but ghosts can. It is an invisible wall for the player. If you want to move over it a yellow block is draw shortly.
With this object the entrance to the ghost house should be locked. But you can also use it wherever you want.

PacMan:

This object defines the startposition and startdirection for your PacMan. You get this object only by clicking onto the PacMan object in the edit area. Now you can set the position of the PacMan. By pressing the right mouse button onto the PacMan object you change the direction the PacMan begins to run.

Ghost:

This is the startposition of the ghosts. You only get this ghost object by clicking onto the ghost block in the edit area with the left mouse button.
Now you can set the ghost to a any position in the level.
You should always have a "house" around the ghosts and lock the entrance with the ghost eyes (see above).

XCV: This are the standard cut/copy/past functions. You cut/copy or paste a level by clicking on that signs:

X: The current level is copied into the copy buffer and the level itself is cleard (cut).

C: The current level is only copied into the copy buffer (copy).

V: The current level is overwritten by the one in the copy buffer (paste).

LEV: The number of the level is shown here (1-32).

By pressing the cursor keys left/right or by clicking onto the arrows left and right beside the number you step to the previous or next level.

SPD: This is the speed switch. You can define the speed at which the objects in the level will move (1-2). Click on the arrows left and right beside the number to switch the speed level.

- 1: Standard speed.
- 2: Double speed.

IQ: This is the intelligence the ghost have when you start a level (1-8). Again, select the IQ level by clicking the arrows left or right beside the number.

- 1: senceless stupid (PC)
- 2: total idiot
- 3: a bit dumb
- 4: little crazy
- 5: almost smart
- 6: insidious
- 7: underhanded
- 8: absoluty unfair

Please note that this values are beginning levels. From time to time this will grow so that the ghost learn a bit to get smarter.

L S: By clicking the left mousebutton on one of these buttons you can load (L) or save (S) all levels.

By pressing the right mouse button over the image you can load or save single levels to disk.

- L: Load
- S: Save

A standard Amiga filerequester apears where you can enter the wanted file name to load or save.

If you press the button on the joystick for player one (or the RETURN key in P1 KEYBOARD mode) you can try out the level imedately. After the level is finished or canceled, you return to the editor screen.

1.27 PacMan'96 Documentation - EXIT

PacMan'96 EXIT:

A safety request appears which you must confirm to exit PacMan'96.

By pressing the left/right cursor keys or by dragging the joystick left or right you can change between <YES> or <NO>. If you press RETURN or the fire button the request is confirmed.

<YES> finishes PacMan'96.

<NO> you return to the
Main Menu

.

Important:

You should always leave PacMan'96 with the EXIT function because only then the
HISCORE
will be saved.

1.28 PacMan'96 Documentation - Program / Problems

PacMan'96 Program / Problems:

If something went wrong there will always appear a requester with some notes about the error source. This requester can be closed with RETURN or ESC.

WINDOW ON WB:

PacMan'96 can only be played on the Workbench if it is opened on a 256 color screen. PacMan'96 tries to allocate 32 linear pens with the OS call ObtainPen(). If this fails (e.g. you have 256 colors, but they are not available to PacMan'96 because MultiView is just displaying an image) a requester with an error message is shown.

SCREENMODE:

On graphics boards PacMan'96 can only be played on 8 bit screens (256 colors). PacMan'96 is not able to use 15/16/24 bit screen modes because the palette fading is not available in these display modes.

Joystick:

In the directory PacMan96/libs/ you can find the lowlevel.library. This library is necessary to play the game with the joystick or the joypad. If it is not possible to play PacMan'96 with the joystick please copy this library into your standard library path, e.g.:

```
15.PacMan96:> copy libs/lowlevel.library libs:
```

Music/Soundeffects:

Because PacMan'96 allocates every resources system friendly, the audio channel are allocated using the audio.device. Also a CIA Interrupt is needed to play the music. If an allocation of any of these resources fails a requester will be opened. In such a case, please close all (music) programs that block the audio channels or the CIA interrupts. (wonder what happens on a Draco).

Libraries:

PacMan'96 does require an asl.library to open the file and screen mode requesters.

Flickering / Image jerks / Doublebuffering:

If Pacman'96 flickers it could have different causes. PacMan'96 runs under full Multitasking which means that other software may need some time to run while PacMan'96 just wants to blit an object... (e.g. watches or other time critical applications can cause such a behavior). Some of these programs depend on interrupt timing. In such a case even changing the taskpriority will not help. The only solution for this problem is to switch this program off.

If you see some strange flicker effects this could be a problem of the doublebuffering with the ScrollVPort() function. The Autodocs say this method is slow on systems lower than OS 3.x. I am sorry I do not know a better system compatible way to use doublebuffer that also supports OS2.0

Jerks on Graphicboards:

PacMan'96 synchronizes the screen refresh with the WaitTOF() function from the graphics.library. Some board driver use the standard vertical interrupt of the standard Amiga video output. This method does not really work synchronous to the real position of the boards raster beam...

Program Technical Stuff:

PacMan'96 has been written with Maxon C/C++ 3.
Only the music, soundeffect routines and the
anim5 player have been written in assembler.

The graphics board code does NOT require any
further libraries. The graphics.library function
GetBitMapAttr(bm) & BMF_STANDARD has been used
to check if PacMan'96 is running on a graphics
card. If the display is not a standard bitmap
friendbitmaps are used to allocate the bitmaps
for the objects. The source images are converted
to the display format by a simple BltBitMap()
call then. This makes it possible that the
images and the display does have the same pixel
format. All graphics operations are done by
BltBitMap/BltBitMapRastPort() calls which are
speed things up enormously in chunky modes.

Some Emulations do have problems with friend bitmaps
(e.g. the standard
EGS
Emulation). PacMan'96
detects such things and shows a real bad warning !

1.29 PacMan'96 Documentation - Any-Ware

PacMan'96 Any-Ware Concept:

To supply the production team with a vast amount
of alcohol, cigarettes etc. your are invited to
send a small present of any kind, for this development
and for the survival undeniable game of the Amiga,
indeed, to the

Authors

.

So, you are not limited to send us some bucks,
but you can also show us your creativity by
picking and sending us a nice present for our work:
The more crazy the better.

(Please send no living animals!)

PacMan'96 Any-Ware Adress:

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8010 Graz
Austria

poseidon@sbox.tu-graz.ac.at
Tel: +43/316/338234

1.30 PacMan'96 Documentation - Authors

PacMan'96 Authors:

A lot of these drunk "Seppels"!

Programming, Graphics, Music, Design, Guide:

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Programming Support for Graphicboard implementation,

english Guide translation:

Schober Jürgen
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Austria

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Tel: +43/316/674383

(so that's me to blaim for this english text:)

Graphicboard "gepumpt" (borrowed) from:

Mandic Daniel
Herrgottwiesgasse 68
8020 Graz
Austria

lord@vader.ping.at
Tel: +43/316/261910

The font used is done by LowLife/Hotline-1993.
Some special characters have been added and
the data format has been optimized.

The sound track PopMan is based on the module
Popcorn from Hawk-1991 and has been compressed
to 3 channels and has been memory optimized.

1.31 PacMan'96 Documentation - History

PacMan'96 Development History:

* V1.0 First Public Release
December '96 (Happy New Year!)

Thousands of Features and Bugs written.
