

# **LazyMines**

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<b>COLLABORATORS</b>
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# Chapter 1

## LazyMines

### 1.1 LazyMines Documentation

Welcome to LazyMines - the most complete minesweeper game for Amiga! ↔

Copyright Notice

Acknowledgements  
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Installation

System Requirements

Troubleshooting  
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The Game

The Menu

The Gadgets

The Display

Tooltypes  
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Version History

Plans for the Future  
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Localization

Contacting the Author

If you like LazyMines you might want to take a look at my  
Other Products

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## 1.2 Copyright Notice

LazyMines, LazyMines.info, the Swedish catalog and documentation, ←  
the English  
documentation, the installationscript and convscorefile are  
Copyright © 1994-1995 Lorens Younes.

Norwegian translation by Lars Christian Schreiner.  
Polish translation by Piotr Grygiel.

LazyMines.guide.info (MagicWB style) by Martin Huttenloher (from his wonderful  
MagicWB-package).

This program may be freely distributed except for commercial purpose, so long  
as the

files  
included are not separated or modified.

THIS SOFTWARE IS PROVIDED "AS-IS". NO WARRANTIES ARE MADE. ALL USE IS AT YOUR  
OWN RISK. NO LIABILITY OR RESPONSIBILITY IS ASSUMED.

## 1.3 The Files

A complete archive includes the following files:

- LazyMines
- LazyMines.info
- convscorefile
- installationscript
- Install.info
- Docs.info
- Install/English.info
- Install/Norsk.info
- Install/Svenska.info
- Docs/English.guide
- Docs/English.guide.info
- Docs/Norsk.guide
- Docs/Norsk.guide.info
- Docs/Svenska.guide
- Docs/Svenska.guide.info
- Catalogs/instructions
- Catalogs/lazymines.cd
- Catalogs/template.ct
- Catalogs/norsk/lazymines.catalog
- Catalogs/polski/lazymines.catalog
- Catalogs/svenska/lazymines.catalog
- misc/LazyMines.info
- misc/LazyMines.guide.info
- misc/palette.ilbm
- misc/palette3.0

## 1.4 Acknowledgements

This program is dedicated to Odd Möller, a great source of inspiration to me.

Beta-testers: Piotr Grygiel, Lars Christian Schreiner and Paymon Yau.

## 1.5 Installation

To install LazyMines from scratch or to update an old version just run the installation script. (The script requires Commodore's Installer to run. If you don't have it, it can be found on aminet).

If you update from a version prior to 3.0 your old highscore file will automatically be converted to a new highscore file.

If you choose to install the MagicWB style icons without having MagicWB installed you can still get them look nice. For this purpose you need at least an 8 color Workbench screen and you will have to load the correct color palette into the Palette Preferences. The palette can be found in the misc dir (one for 2.x and one for 3.x).

## 1.6 System Requirements

LazyMines will run on any Amiga computer with AmigaOS 2.0 or ↵  
higher (or at  
least I hope it will).

If you have AmigaOS 2.1 or higher, LazyMines will try to use the  
language  
you  
have selected through Preferences.

To get the most out of LazyMines (i.e. colorful graphics) you need at least AmigaOS 3.0.

## 1.7 Troubleshooting

If you get the message "Screen is too small!" when you run LazyMines, you're either using a too big screen font or you're trying to run LazyMines on a too small public screen. LazyMines is guaranteed to open on a 640 x 200 screen with a screen font of resonable size.

When there are no public screens open you will get the message "Couldn't lock public screen!".

If you get a message about opening libraries make sure you've got at least version 37 of the system libraries.

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Any other messages are probably due to lack of memory. They're not likely to show up.

## 1.8 The Game

Your task is to sweep a minefield. You can either choose to sweep the entire field or just a path from the top/left corner to the bottom/right corner of the field.

Use the left mousebutton to reveal a cell.

Use the right mousebutton to lock an unlocked cell. Pressing the right button over a locked cell will remove the lock (if you have selected Warnings from the

Settings menu

this will place a warning on that cell instead. Press the right button once more to remove the warning too).

Use both (right and left) mousebuttons to reveal all cells around the cell you clicked on. This will also make the game place flags on cells that obviously must be mines.

## 1.9 The Menu

Game

- New - Starts a new game (same as pressing the Smiley gadget).
- Novice - Sets the level to novice and starts a new game.
- Amateur - Sets the level to amateur and starts a new game.
- Expert - Sets the level to expert and starts a new game.
- Optional... - Allows you to set the properties of the minefield before a new game is started (no highscores are saved for this level).
- Fastest Sweepers... - Shows the fastest sweepers of the current level.
- About... - Shows info about the program (i.e. version number, name of the author and creation year).
- Quit LazyMines - Quits the program (same effect as pressing the

Closegadget

).

Settings

- Task - Lets you choose if you want to sweep the entire field or just a path.
- Automatic Opening - Allows you to have 0-10% of the field opened when starting a new game (has no effect when sweeping a path). On automatic openings a penalty second is added for every four cells revealed.
- Warnings - When this is checked warnings can be placed.
- No Colors - Check this if you want the system pens to be used for the graphics (default on versions prior to 3.0 of AmigaOS).



Save Settings - Saves the settings using  
tooltypes  
.

## 1.10 The Gadgets

The Smiley gadget - Starts a new game. Depending on the size of the  
the  
screen

LazyMines is run on this gadget might not appear.

The Closegadget - Quits LazyMines.

The Zoomgadget - Pauses the game and shrinks the window.

## 1.11 The Display

Depending on the size of the screen you are opening LazyMines on the display will look different. If the screen is small the timer and the flag counter will be displayed in the title bar of the window and there will be no Smiley gadget, otherwise you will get nice digital counters. The counter to the left is the flag counter and the one to the right is the timer.

By default LazyMines will use the system font set through preferences. If this is too big LazyMines will fall back on the topaz8 font.

## 1.12 Tooltypes

The following tooltypes are recognized by LazyMines:

PUBSCREEN=<name of public screen>

Use this to open the window on other public screens than the default one (if there is no public screen with the given name, the program will try to open its window on the default public screen).

LEFT=<left edge of game window>

TOP=<top edge of game window>

These tooltypes are used to set the location of the game window at startup.

LEVEL=<Novice, Amateur, Expert or Optional>

Use this to set the initial level.

OPTIONALROWS=<number of rows for optional level>

OPTIONALCOLS=<number of columns for optional level>

OPTIONALMINES=<number of mines for optional level>

These tooltypes sets the initial properties for the optional level.

TASK=<All or Path>

Sets the initial task.

AUTOOPEN=<0-10>

Initial value for automatic openings.

WARNINGS, NOCOLORS

These tooltypes are used to activate the corresponding menu items in the

Settings menu  
at startup.

## 1.13 Version History

v1.0 (94-04-21) First public release.

v2.0 (94-08-27) LazyMines will now adjust the display so that it will fit on almost any screen.

Added timer and High Scores.

Now with three difficulty levels.

Added Save Settings menuitem in the Settings menu.

Localized LazyMines.

Improved graphics.

v2.1 (94-12-03) Saves ten high scores for each difficulty level.

Now with installation script for Commodore's Installer.

v2.2 (94-12-31) LazyMines now uses timer.device for the clock.

v2.3 (95-02-08) Now the PUBSCREEN tooltype really works!

v3.0 (95-05-23) Scalable graphics.

Option to use system pens for graphics.

Smiley gadget for starting a new game.

Zoomgadget added which will pause a game.

Better looking requesters which will not stop the timer.

Reintroduction of smarter automatic opening.

Optional level.

Iterative sweep algorithm makes it more stable (faster?).

Tooltypes for saving position of game window.

Now with option to sweep path.

## 1.14 Plans for the Future

Write more

catalogs

(if you help me).

Add "online-help".

Let the user select colors for the graphics.

Enable HOTKEYS even with the right mousebutton trapped.

Add support for third mousebutton.

## 1.15 Localization

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LazyMines is localized, so if you have AmigaOS 2.1 or higher LazyMines will try to use the language you have set in Preferences. If there is no catalog for your language, English will be used as default.

Since I'm not very good at languages I've only written one additional catalog (the Swedish one). However I've included some files so that you easily can make LazyMines support your language too. Read Catalogs/instructions for more information.

## 1.16 Contacting the Author

If you discover any bugs please let me know. Also if you have any suggestions for improvements, if you have written an additional catalog or if you just want to tell me how great this program is, I would appreciate to hear from you.

This is where you can reach me:  
e-mail: [d93-hyo@nada.kth.se](mailto:d93-hyo@nada.kth.se)  
s-mail: Sandkullsvägen 16, 163 57 Spånga, Sweden

You're also welcome to visit my home page at:  
<http://www.nada.kth.se/~d93-hyo/>

## 1.17 Other Products

ASokoban v2.3

The famous warehouse keeper game. Includes:

- 85 tricky levels.
- A high score for each level.
- Undo, backup, restore, load and save functions.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (5 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

NewMasterMind v1.1

A colorful mastermind game. Includes:

- Optional opponent (human or computer).
- Rules for children and adults.
- 4, 6 or 8 colored bricks.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (3 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

Yahzee v2.3

Probably the best free Yahtzee game available. Includes:

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- 1 to 6 players.
  - American and Traditional scoring method.
  - Maxi and Original Yahtzee.
  - 10 high scores for each type of game.
  - Font sensitive graphics.
  - AmigaGuide documentation.
  - Installation script.
  - Support for locale.library (8 languages included).
  - Possibility to open on any public screen.
  - Icons in both MagicWB and standard WB style.
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