

**MegaMindII**

**COLLABORATORS**

	<i>TITLE :</i> MegaMindII		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 1, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# MegaMindII

### 1.1 main

MegaMind II Version 1.12

Copyright © Donald Varnes 1994-96

Neccesary

Copyright

Giftware

Probably the best

Viruses

Abilities

"Master Mind"

Bugs & More

Contents

clone for the Amiga!

Note

Rules

### 1.2 system

Following requirements are neccesary for this programm to ←  
run...

Since this programm hasn't been tested on any other Amiga, I

---

recon that you'll need OS 2.1.

Informer must be in the same directory in which MegaMindII is located at, or be copied into your "C:" directory.

cando.library must be copied to LIBS:

The Screenmode Prefs must be set to at least 8 colors. Better yet, set the colors to 16, to be able to play with all 15 colors.

Locale

### 1.3 locale

You'll find a german (deutsch) and a english lokalization. These should be copied to following destinations...

```
LOCALE:Catalogs/english/MegaMindII.catalog
LOCALE:Catalogs/deutsch/MegaMindII.catalog
```

Everybody else must unfortunately help themselves...

But anyone else can edit his own language also!

Consider the following points below!

For those that can still understand these lines and would like to use another language should grab an editor and a dictionary and take a look at these files. After you're done, you must of course, save the file accordingly to your language.

1. The abbreviations "M#?=" and "T#?=" may not be altered!!!
2. The "T#?=text" shouldn't be longer than 52 characters, since "Informer" can only display up to this many characters.
3. I'd also be happy to recieve this language.

### 1.4 copyright

To make things short...

1. MegaMindII may not be altered in any way.
  - 1.a MegaMindII may be crunched for personal use only.
  - 1.b MegaMindII may not be given away crunched, as for example with PowerPacker, etc. It may be given away packed (LHA, etc.). I simply want to be sure that the user doesn't get a Virus alarm

when other users don't know what they're doing.

2. Public Domain Pools that charge more than the following amounts for their disks, may place MegaMindII in their pool after coming to an agreement with me only. Otherwise, it may swim in any pool. Lets say... \$3,- for a 3 1/2" Disk (or aquivelant to DM 5,-) and... \$25,- for a CD (or aquivelant to DM 35,-)

Exemptions

3. MegaMindII may not be sold for commercial use.
4. Further more to save my skin...

```
*****
*
* I am not held liable for damage in any way *
* resulting from the use of MegaMindII. *
* You use MegaMindII on your own risk! *
*
*****
```

## 1.5 dieter

Dieter Hildebrandt, who obviously helped many persons with his PD Serie "Do It Now II", is exempted from point 2. in this copyright.

Of coarse. The same goes for Fred Fish...  
The seed of public domain.

## 1.6 giftware

MegaMind II is Giftware

This dousn't mean that it's for free!

I decided to release non-demo versions from now on, since releasing demo's from other projects didn't help me at all. Now it's up to you, to eventually see future updates and sourcecodes.

Take note! Programmers loose there motivation if they aren't supported by any meens.

Motovative gifts...

Bug report; If you don't like writing and walking to the next post office, then simply give me a call.

Own programm; As long as it runs.

Own music modules; .Med or .Mod that I may release with my projects.

Rock CD; 70's - 80's

Money; Eurocheck, coins to collect, or see account.

or whatever it's worth to you; Postcard, motorbike, BigMac,  
criticisism, more money, etc.

\* If you don't like this programm or don't respond by \*  
\* sending any kind of gift, then give this package to \*  
\* a buddy or destroy it. \*

Donald Varnes  
Waldsiedlung 22b  
31618 Liebenau  
Germany

Sparkasse Liebenau (Bank)  
BLZ 25650106 (Bank Zip)  
Konto 667147 (Account#)

Tel. 49 (0)5023 324  
\* Friday & Saterdag until 22:00 CET \*  
\* That is 8-12 hrs back in the states \*

## 1.7 viruses

This programm makes a small attempt to detect infection of a

LinkVirus

by checking it's size after being loaded.

If you need to crunch this programm (May not be given away if crunched!) for your personal use, you must make the following Tool Type entry. Size=TheNewSize. If not, you'll recieve a warning when started.

If you should have recieved an illegal copy of MegaMindII or recieve a warning when starting this programm, and be totally surprised of such. Then simply decrunch this programm if crunched and delete the "Size=?" tool type entry. If you still recieve a warning after loading, then it's time to worry. I'd get rid of this programm and grab a decent Anti Virus programm.

After recieving a "harmless" warning (Crunched this programm and forgot to set the "Size" tool type), the actual size of this programm can be buffered with the "Remember" option in the window and be saved when saving "Prefs". When done so, the following will be entered in the tool type list...

---

| \_\_\_\_\_ |

```
| Size=TheNewSize (Not Original!) |  
|_____|
```

The rest of the entries will follow alphabetically.

If this program has its original size and "Size" is set, then this entry will be deleted, when "Prefs" is saved.

Notice! If MegaMindII has been renamed, then of course its size can't be read. A message will show up accordingly before ending.

## 1.8 cando

MegaMind II may give you a headache.

MegaMind II plays now with 15 colors and 15 columns!

Number of rows can also be chosen, which is a nice thing when using a large screen.

Countdown included.

Unlimited chances to crack the code until time has run up.

Extra time can be set for those that need it.

Scrollgadget to look back at the first rows.

Unfinished games can be saved and loaded as "MegaGame.#?". The name ending (#?) is put in the title bar.

Shows highscore.

Palettecolors can be clicked away if not needed. This makes things a little easier.

Palette centers itself beside the currently played row for easy access.

Uses Workbench or Megacolors.

Pointer receives the picked color to easily see the chosen color at all times.

Samples can easily be loaded, set, tested and used. (IFF standard. Who doesn't have them?)

Will always fit on the workbench screen. No matter how ridiculously the settings are chosen.

Uses "Informer".

Has its own Link Virus Check.

---



What else do you want?!

## 1.9 contents

MegaMindII/C/Informer

```

/Libs/cando.library
    /CanDoGfx.library
    /inovamusic.library

/Locale/Catalogs/english/MegaMindII.catalog
    /deutsch/MegaMindII.catalog

/MegaMindII
/Mega.Guide_English
/Mega.Guide_Deutsch
/MegaScores
/MegaGame.Mad Max
/MegaGame.McDuck

```

## 1.10 rules

"MegaMind II"

Based on the game of "Master Mind"

The object of this game is to find the color code in a limited time.

Start out at the bottom row. There isn't much to think about when starting. Just fill in the boxes with your favorite color. After filling a row of boxes a score will be given to the right of the row inside the rectangle...

Green marks (if using MegaMind palette)...

...for each CORRECT COLOR placed on the CORRECT SPOT.

Yellow Marks...

...for each CORRECT COLOR, but placed on the WRONG SPOT.

If no marks appear, then your guess wasn't that bad either since this tells you that these colors ain't being used.

Let me try to explain the rules again with the following example...

Lets say...	BLUE	YELLOW	YELLOW	RED	...is hidden
You play...	YELLOW	WHITE	WHITE	GREEN	...1 yellow mark
You play...	BROWN	YELLOW	GREEN	RED	...2 green marks

You play...        YELLOW    YELLOW    BLACK    RED    ...2 green, 1 yellow mark

Conclusion... If two same colors are hidden and you played this color only once, you'll receive one mark.

If a color is hidden once and you played this color twice, you'll receive one mark. If one of these two is sitting at the right spot, you'll receive the green mark. The other same played color will be ignored.

Each color counts for itself. No matter how many times the color is hidden. Each played color has only one hidden twin.

Notices

Menu

Usage

Tool Types

## 1.11 notes

Hint... Get rid of the tool type entry "IconiY=#?". No matter how thick your screen bar may be, MegaMindII will always iconify neatly.

Some may criticize the following as a bug. But I like the looks of the palette. If you click the frames of the colors in the palette, you're also picking the color of the frame and not the color itself. But I believe that these areas are big enough. What do you think?

Hey Cheaters... If you've seen the answer, it will not be saved. A saved or loaded game will not be shown.

## 1.12 menu

- Project -

New Game        The sergeoun general determines that you take a asperin before starting this game.

Highscores... You have to see it.

Answer...        This shows the answer after responding the question with a "Yes"

But only the games that haven't been loaded.

---

-----

Load Game... Get back the game you saved but never finished.

Save Game... Finish it some other time.

Only the games where the answer hasn't been seen yet will be able to be saved.

Save Prefs Save current settings in the tool types.

-----

About... A little about the game.

Info... Some current values.

-----

Iconify Take a break.

Quit Do something else.

- Prefs -

Colors... Choose the number of colors that you wan't to play with.

The higher this number, the prettier your palette.

The degree of the game becomes harder, but also gives you the possabilty to recieve more points.

This setting is read the next game.

Columns... Choose the number of columns that you wan't to play with.

The higher this number, the "Einstein"ier the game.

The degree of the game becomes harder, but also gives you the possabilty to recieve more points.

This setting is read the next game.

Rows... Choose the number of rows that you wan't to play with.

This will set the height of the gamefield.

This setting is read the next game.

Extra Time... Choose them extra minutes that's necessary for you to accomplish the game.

Per extra minute there will be a reduction of points!

This setting is read the next game.

-----

Whom's Colors... If you don't like the palette choose the other one.

Samples... Start an expedition of your Samples. The directory, the Samples, and the rate can be tried out and be set for MegaMindII. A hint to what task the Sample is used for can be read inside the filename field. Canceling will turn the sound off.

Only "8SVX" digitised sounds can be used.  
They usually end with ".IFF".

## 1.13 usage

Palette...

To the left you can choose the colors by simply clicking a color with the LMB. The frame of the scrollbar and the color of the pointer will change accordingly.

If you click the left side of a color inside the palette it will vanish. To bring the vanished color forth again, simply click this area again. This is a good way of keeping note which colors are being used or not. The color is not automatically picked when sowing up again. You'll have to give it another click.

Boxes...

To color the boxes click 'em with the LMB.

Scrollbar...

Whenever completing the top row, the whole playing field will be scrolled down by one row. This will happen every time the top row is completed. This is the time when the scrollbar becomes handy. If you haven't completed the game yet and want to study the first guesses just play with this gadget. The bar must be pushed back to the upmost location before being able to continue playing.

## 1.14 tooltypes

When loading, internal values are first made. Because these values can't suite everyone, the possibility is given to alter these values via the tool types.

Each adjustment during the MegaMindII session will be buffered. These can then easily be saved with the "Save Prefs" menu item.

If not saved, a message will remind you before quitting.

Notice! If MegaMindII.info has been renamed, then of course no tool types can be read. A message will show up accordingly before ending.

If entering "Goofy" tool types with "Information" from the workbench, MegaMindII may quit.  
MegaMindII does this a lot easier anyway, and correctly.

Size=?        The new filesize of MegaMindII must be set if it has been crunched! Otherwise a warning will occur when loaded. Used for detecting infection of a link virus

Internal Value... 36976 \*

Colors=       Number of colors to play with... A Value between 8 and 15

Internal Value... 8

Columns=      Number of columns to play with... A Value between 5 and 15

Internal Value... 5

ExtraTime=    Extra minutes for the game.

Internal Value... 0

IconiX=       Xposition when iconified.

Internal Value... 0

IconiY=       Yposition when iconified.

Internal Value... Height of the screen title bar.

Hint... Don't set this entry, and every time you iconify MegaMindII, it will locate itself nicely under the screen title bar. If the iconified position has changed, it'll be buffered to the Prefs.

Palette=      Workbench or MegaMind palette.

Internal Value... None (= Workbench)

Rate1=        The speed with which Sample1 should be played.

Rate2=        (etc till Rate7)

Internal Values... None

Rows=15       Number of guesses that you want to see at one time. This will set the height of MegaMindII.

Internal Value... 13

Sample1=      Whatever you like to hear.

Sample2=      (etc till Sample7)

---

```

Internal Values... None

Samples= The directory to look for the Samples. Don't forget the
         slash "/".

Internal Value... None

```

## 1.15 bugs

1. If characters such as <, |, /, etc. are used in the tool types, the program quits, because these will not be checked before attempting to load these values, which are none.

e.g. << Icon made by John Doe >>

MegaMind II was written with CanDo V2,511 - 3.006 on a

1200 3.0 / 850 Western Digital / MTEC +4

But not tested on any other.  
Please let me know about any found bugs.

- - - - -

```

=====
Version 1.12 18-Sep-96
=====

```

1. Removed Bug... Another one concerning the highscores. MegaMind opened highscore window for getting 11th place.
2. Releasing full version, since demo's don't help.

Future

- - - - - ←

Version 1.11 01.29.96 Wrote a small routine to close CanDo's Libs (1/2 MB) when quitting because CanDo programs do not do this automatically. Thus you will find a small batch in "T:", 18 Bytes in size.

You may find similar batches in the future when using Good CanDo Programs... Right, you two?

Version 1.10 08.09.95 Removed Bug... Notice for "7-color only" showed up as a single line because "newline" variable was set too late. Defaults to 8 colors instead of 7.

- Version 1.09 20.06.95 Samples can be loaded/tried/set.  
Rewrote some routines.  
Lokalized.  
Edit own language.
- Version 1.08 03.15.95 Uses "Informer".  
The routine for giving messages in the window title  
if the "Messenger" wasn't found removed.
- Version 1.07 02.08.95 Palette centers itself to current row being  
played.
- Version 1.06 01.27.95 Removed bug... MegaMind II didn't fit on an  
NTSC screen x200.  
Removed bug... The game didn't consider font sensitive  
window bar. The Menu's look goog now until fontsize 21.  
The game is quitable until "carla 90".  
Using "carla 180" will cause a Mega Loop.
- Version 1.05 01.15.95 Added countdown routine. Minimum columns to  
play now is 5.  
Added graphical routine to the highscore list.  
Removed buttons in the highscore list, since it only  
holds 10 scores now.  
Removed bug... After 10 entries in the highscore list,  
only the top highscore would be entered.
- Version 1.04 01.03.95 Added Scrollbar. Replaced all the buttons with  
menus.  
Removed bug... The workbench colors weren't set back  
correctly. Noticed by icons with more than 4 colors.
- Version 1.03 12.18.95 Prefs buttons wondered off into the menu.
- Version 1.02 11.10.94 Rewrote. Recieved a "II".  
15 colors and 15 columns playable.  
Added menus Load/save.  
Added simple Routine for checking linkvirus.  
Uses a few Samples now.
- Version 1.01 04.15.94 Added a highscore list.  
Removed bug... Opened it's own screen and it's window  
totally messed up if using a workbench with only 16  
colors.
- Version 1.00 04.05.95 MegaMind. Plays with 12 colors and 7 columns.

## 1.16 future

Listed are ideas and no promises...

1. Give countdown an on/off switch for those really serious games.

2. Built in editor or module to edit own palette.
  3. Get rid of that sticky mousepointer when setting a color.
  4. A nice look'n screen. AGA?
-