

WBrain

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Chapter 1

WBrain

1.1 Index

WBrain v2.1a

01/13/94

by Sean Russell

MCMXCIV Apocalypse Productions

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1.2 General intro

General intro

Brain for the WorkBench.

This program is based on Brain, by Andre Wichmann.

WBrain takes no code from Brain, and is written entirely in C++

Brain v1.01 can be obtained from the Fred Fish PD disk #652.

The C++ compiler used was MaxonC++ v1.10.

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Before running the game, set the

scores

directory to a suitable

location. (Third paragraph, "Installation & system requirements.")

1.3 Game idea

Game idea

WBrain is short for Workbench Brain. Brian is a game in which the player is given a randomly generated pattern which she must reproduce by choosing a correct order of moves. WBrain is implemented in a WorkBench environment; this means that it opens a window which can be resized to determine the size of the playing field. Moves are made by clicking on empty squares.

The game is fairly simple after learning the general pattern rules; it is very low-stress but still requires some thought to complete. Personally, I like the game because I can always solve it without becoming too frustrated. At the same time, the game is not so mindless that it becomes boring; there is always a little challenge.

Since the computer does not have to play against you, this program requires very little CPU time, and also very little memory. As the author of the original Brain said, it is a good game for when you're doing something like compiling with a slow compiler or with a big program, or while generating fractals, or while ray tracing...

1.4 Installation & system requirements

Installation & system requirements

WBrain requires the gadtools library, of version 36 or greater. I've also made the game unuable on OS<2.0x as a safety measure, since I don't know if it would run on anything less. Sorry. I won't tell you that you should buy OS2.0, since you probably already know that by now; half the PD stuff out there these days won't run on 1.3 or 1.2 anymore.

To install, simply copy the program (and it's icon) to the directory where you want WBrain to reside (I.E: Games:). This program uses topaz 8 as it's font, so that must also be in the fonts: directory. Unless you've deleted it, it should be there as it comes with all versions of WorkBench. I imagine you could launch this onto about any public screen if you wanted to, but I wrote it with the WorkBench in mind. Double click on the WBrain icon to start the program and you're off. Or if you're a fanatical icon hater, launch it from a CLI; I couldn't care less.

WBrain saves it's scores file by default to sys:. I strongly suggest that you change the tooltype "SCORES" in the icon to a more suitable directory. If you are launching WBrain from a CLI, you can specify the path as an argument. If you start WBrain from the CLI, the scores will be saved to the same directory the program is in.

The programs included in this release are:

WBrain	30100	(The program)
WBrain.guide	12077	(The AmigaGuide format documentation)
icons	4397	

Total space	~46574	(~46k)

1.5 Playing the game

Playing the game (Rules)

Start the game (by double clicking on the icon, or launch it from a shell). This program will not self-detach if started from a shell.

The rules are simple: your goal is to make the left hand grid look like the right hand grid.

The window contains (in addition to the two grids) four buttons and two boxes, which have the following functions:

- Undo - Take back the last move. The Undo function remembers all if your moves, which means you could back up to the beginning from the end if you wanted to.
- Retry - Start over with the same goal grid from the beginning. This is the same as Undo-ing back to the beginning. This also restarts the timer.
- New - Make a new goal. Restarts the timer.

Pause - Pauses the game. Disables the timer, and hides the grids to disallow cheating.

Time box - The time (since you started the current game) in seconds.

Coordinate box - The width and height of the grids. (width | height).

In addition are the standard zip, close, and back gadgets, and the size gadget. WBrain will produce the largest grids it can in the window you have sized. The starting dimensions are 4x3; I suggest the first time you play you try this size, as it is the smallest you can get, and the easiest. The largest size is 10x10. Every time you resize the window, a new goal will be produced.

When the right grid has the same configuration as the left, a window will appear telling you that you have won the game, and in how many seconds. In the next version of the game, you will also be able to enter your name and save your scores for the different sizes of grids. If you fill all the squares and no such window appears, check your grid, because somewhere you've made a mistake.

The menu contains two sections, Project and Game. The project menu contains the usual Info, Scores, and Quit options, and the game menu contains copies of the Undo, Retry, New, and Pause buttons; these can also be chosen by hot-key (Right-Amiga-u, RA-r, and RA-n, respectively). In addition is the Numbers option. When this switch is toggled on, the goal numbers appear in the game grid for easy reference. Changing the Numbers toggle will have no effect until 'Redo', 'New', or 'Pause' are chosen. The game can be quit by hotkey RAMiga-q, through the menu, or by closing the window.

1.6 Legal crap

Legal crap

This program is Freely distributable. If you payed money for WBrain (aside from a modest copying fee), avoid dealing with the people who sold you the program, 'cause they just royaly ripped you off.

It sucks that there are those immoral characters who like to take advantage of us generally selfless programmers and market other people's software without providing due compensation. PD collections, such as Fred Fish and SAAR-AG-PD are hereby granted permission to do whatever they want with WBrain; this includes distribution and the making of money thereof (to support their worthy endeavors).

If you really want to do a good deed, or just want to do me a favor for providing you with something you like, then subscribe to the Fred Fish (or some similar) collection. You'll be doing yourself a favor as well. SAAR-AG-PD is also a good collection, but I think it's a reasonable choice only if you live in Germany.

The mandatory disclaimer: I make no claims that this program won't bomb your system, burn out your roms, start World War III, or do any other nasty things. I also take no responsibility if you use this program to crack into

the NSA databanks or give Bill Clinton a bad credit rating. On the other hand, if any of this stuff happens, drop me a letter so that I can brag about it in the next version.

Real programmers code for the love of programming.
Anything else is prostitution

(Don't let that stop you from sending me your recent inheritance in gratitude ==)

"This little thingy is ofcourse FreeWare, but if you REALLY like it, you can send me your sister as payment."

-Arthur Hagen

1.7 Bug list

Bug list

None that I know of.

1.8 History & future

History and future

Version 0.0 - Amiga-E version. Not released. Window resizing was inconvenient and GURUed my machine routinely.

Version 1.0 - \textdegree{} Resizing revamped
 \textdegree{} Grid size displayer added
 \textdegree{} Buttons moved to the left of the goal grid
 \textdegree{} Made multitasking friendly.

Version 1.2 - \textdegree{} Levels 1-3 added.

Version 2.0 - Re-Written in C++. All versions up until now didn't have a real random routine for generating grids since I didn't have access to the Timer library. This also meant that there was no timer in the game for measuring speed, and therefore no need for a pause option. The speed program was improved in version 3.0, reducing the CPU usage. Levels 1-3 removed (they were impossible).

Version 2.0a- Version 3.1 was a transitory phase for WBrain, and most of the modifications to 3.2 were cosmetic. WBrain now saves scores, and I've done away with the ugly info and pause windows. I've also reduced the size of the smallest possible grid to 4x3.

Version 2.1 - Added the ToolTypes parser (and CLI arg opts) for specifying the location of scores. Added the Numbers option, and improved the Pause routine.

01/10/94 - Noticed that when paused or infoed WBrain ate most of the CPU in a wait loop. Fixed. (Not worth a version tag)

Version 2.1a- Minor, but necessary. WBrain now attempts to save the scores in the program dir when it can't find the proper argument. This solution is not reliable when WBrain is run from Icon. Also, removed the requirement that there be a trailing '/' in the path argument.

Future:

- Make it Locale-fähig
- Add the Version Number

1.9 Quick Starting

For impatient players

Before you jump into WBrain, there is something you really ought to do. Make a directory somewhere called "WBrainScores", or something similar, where WBrain should store it's scores lists. Then change the SCORES tooltype in the WBrain icon to the full path of that directory you just made. An example of a good entry is:

```
SCORES=hd2:Games/WBrain/WBScores
```

WBrain doesn't do any error checking for making sure the path in the icon is correct, so make sure that you have the path right.

Otherwise, the game is easy to figure out. Click-and-Play.