X-Wins_english

Mario Dannebauer

COLLABORATORS

	TITLE : X-Wins_english		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Mario Dannebauer	July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

X-Wins_english

1.1   X-Wins.Guide

```
                                           X-Wins

                          Version 2.3
                   (c) 1995 Mario Dannebauer




        ~Introdution~~
              What is X-Wins?

        ~Disclaimer~~~
              NO WARRANTY!

        ~Copyright~~~~
              It's mine!

        ~Distribution~
              How to spread?


        ~Requirements~
              What you need to start X-Wins.

        ~Installation~
              How to install?

        ~Gameplay~~~~~
              How to play the Game?


        ~History~~~~~~
              The Story so far...

        ~Future~~~~~~~
              I don't know.
```

```
        ~Credits~~~~~~
            Thanks to...
```

1.2 Introdution

```
What is X-Wins?


X-Wins is s strategy game like "4-in-a-row".

The goal of this game is to  become  4  (or  more)~Stones~in~a~row~(verticaly,~
horizontaly  or  digonaly). This happens~while~the~opponents~sets~their stones~
alternate in a x*y-sizing gamefield. You can~set~a~stone~by~clicking in a free~
field of your choise in the gamefield.

If the field(s) under your clicked field are free too,  your  stone  will  fall
down, because the stones in one vertical row are like a~tower.

For more information read the chapter
            ~Gameplay~
             of this documantation.
```

1.3 Disclaimer

```
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
EXPRESS  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.
```

1.4 Copyright

Copyright

                    X-Wins is copyrighted by Mario Dannebauer 1995.

                          X-Wins is Giftware !

This means you are absolutely NOT forced to send me money to go on using this
program. But, if you reallylike this software or find it really useful, then
feel free to send me some money or other stuff like a postcard, a letter,
software, hardware, etc...

If you find some
                ~bugs~
                 in this program or if you have any suggestions, ideas
etc.~please contact the
                ~author~
                 .

For building this program the following products were used:

o A4000/40 (OS 3.0) with 80MB HD and 8MB fast ram

o SAS/C V6.51
  Copyright (c) 1992-1994 SAS Institute, Inc, Cary, NC

o ~Magic~User~Interface~ V2.1
  Copyright (c) 1993/94 by Stephan Stuntz

o XDME Version 1.54 by Aaron Digulla
  [DME (C)Copyright 1987-91 by Matthew Dillon]

 Trademarks:

 Amiga, AmigaDOS and Workbench are registered trademarks of Amiga Technologies ←
    GmbH.

1.5 Distribution

Distribution

X-Wins has to be distributed as it comes. The package must not be changed in
any way. The   only exception is to pack the whole package in an archieve. For
any other distribution form you must~have~a~written~permission~by~the~
                ~author~

.

There must not be any profit selling this package!

When including this program in a~public-domain-serie~please~send~me~a~message.
May~be there's already a new version~of this~program~so~you~don't~include old
stuff.

If you wish to supply this programm as part of a~CD-ROM~compilation,~you~need~a
written permission by the
                ~author~
                .

Explicit permission is granted to distribute this programm on any CD-ROM
produced by Fred Fish~/~Amiga~Library~Services, and on~any~officially supported
Aminet~ compilation~CD-ROM.

Comercial distribution of this program~is~only~allowed~with~written~permission
by~the
                ~author~
                .

1.6 Requirements

Requirements

To use this program you need:

o An Amiga with OS 2.0 or higher.

o The ~Magic~User~Interface~ (short: MUI) Version 2.1 or higher.

1.7 Installation

How to install?

To install X-Wins on your Amiga just copy the~the~file~"X-Wins"~- or the whole
drawer - where you want.

To make online-help avaiable, just copy the "*.guide"-file, wich corresponds to
your language, from the "Docs"-drawer to the same drawer of the Programm
"X-Wins".

Do you want to use the program in your local~language but you have not copied
the hole drawer, just copy~the "*.catalog"-file from the catalogs-drawer
included~ in this package to the LOCALE:Catalogs~directory. The build-in
language is english.

If you've written a catalog for another language, please send it to me.

1.8   Gameplay

How to play the Game?

X-Wins is s strategy game like "4-in-a-row".

When you start the program a window and a~requester~appears.~After~closing~the
requester by clicking the "OK"-Button you~see~the~
                ~main-window~
                   .

Now you can change the
                ~prefenrences~
                  or begin to play.

To make your turn (set a stone) just click in a free field of the gamefield.
Since you see the gamefield from the side-view and not from the top, your stone
will fall down if possible. That means you build a~tower~in~each~coloumn.

After you have made your turn it's your opponents turn.

You have won the game when you have 4 (or more) stones~in~a~row.~That~means~
verticaly, horizontaly or digonaly. If neither you~nor~your~opponent~can~build~
that row, nobody wins.

And now have fun!

1.9   Main-Window

The Main-Window

At the top of this window you will see a status-line.~This~line~informs~you
about~the actual player and later about the winner of the~game~if~exists.

There are five buttons under the status-line:

                ~New~Game~

                ~Back

                ~Help

                ~Swap

                ~Preferences...~

Under these buttons you can see the gamefield which looks like   ←
a grid. Each
field of this grid are a field where you can place a stone in the course of the
game.

To make your turn (set a stone) just click in a free~field~of~the~gamefield.
Since~you see the gamefield from the side-view and not~from~the~top, your stone
will fall down if possible. That means you build a tower in each coloumn.

1.10   Main-Window/New Game

New Game

Clicking at this button will clear the game field and begin a new game.

1.11   Main-Window/Back

Back

Clicking at this button will take back your latest turn and then it's your turn
again. If you are playing against the computer, the last turn of the computer
will take back too, so it's your turn again.

1.12   Main-Window/Help

Help

Clicking at this button will change in the help-mode.~In~this~mode~the~computer
will search for the best move he find for you.

The result is ...

   ... a blinking field. That means this is the best turn from the view of the
   computer. (Not really always the best move you can do.)

   ... a requester wich informs you that you have no chanche to win this game.
   That means that your next turn doesn't matter, because you will always loose
   later. (If you take back your last turn you will maybe change the situation.)

   ... a requester wich informs you that you will win this game if you see your
   chanche now. After closing this requester you will see a blinking field. That
   means this is the best turn from the view of the computer.
   (You will certainly win this game some time if conform to the move the
   computer found.)

1.13   Main-Window/Swap

```
Swap sides
```

```
Clicking this button you can swap the sides. That means, player 1 and player  2
are swapping the mode, the name and the colour of stones.
```

```
After a swapping the sides, it's (logically) your opponents move!
```

1.14   Main-Window/Preferences...

```
Preferences
```

```
After clicking at this button you will see the
              ~prefenrences-window~
                 .
```

1.15   Prefenrences-Window

```
Preferences-Window
```

```
In  this  window  you  can  set   some~preferences~like~width~and~height~if~the
gamefield, the beginner of the game etc.
```

```
Contents of this window:
```

```
String-gadgets:
              Player 1
                    Cycle-gadgets:
              Mode player 1

              Player 2

              Mode player 2
              Cycle-gadget:
              Beginner
                    Slider:
              Deep of searching
              Sliders:
              Fields horizontally

              Fields vertically

              Stones in a row
              Checkmarks:
              Messages
```

```
                                    (
                  Begin a new game
                  )
```

```
Buttons:
                    Save

                    Use

                  Cancel
```

1.16   Prefenrences-Window/Names of players

```
Names of players
```

```
Here you can input your and your opponents name.
```

```
If a player is computer navigated, the stringgadget for the name of this player
is ghosted.  See also:
                  Player mode
                  )
```

1.17   Prefenrences-Window/Player mode

```
Player mode
```

```
With this two cycle-gadgets you can set for each player, if he's a human player
or computer navigated.
```

```
If a player is computer navigated, the stringgadget for the name of this player
is ghosted.  See also:
                  Names of Players
                  )
```

1.18   Prefenrences-Window/Who begins?

```
Who begins?
```

```
Here you can set the beginner of the next game.
```

1.19   Prefenrences-Window/Deep of searching

```
Deep of searching
```

With this slider you can set how many moves the computer-opponent is
calculating when he is searching for his move.

This slider also sets the depht of the search when you are clicking the

```
            ~Help-Gadget~
             in the
            ~mainwindow
            ~.
```

1.20   Prefenrences-Window/Fields horizontally

```
Fields horizontally
```

Here you can change the number of rows of the gamefield.

(This slider is ghosted, until you begin a new game, respectively all fields of
 the gamefield must be free.)

1.21   Prefenrences-Window/Fields vertically

```
Fields vertically
```

Here you can change the number of lines of the gamefield.

(This slider is ghosted, until you begin a new game, respectively all fields of
 the gamefield must be free.)

1.22   Prefenrences-Window/Stones in a row

```
Stones in a row
```

With this slider you can change the number of stones in a row needed to win the
game.

1.23   Prefenrences-Window/Messages

```
Messages
```

This checkmark lets you switch the messages on and off.

Switching the messages on means that you'll see a requester with a message,
when your computer-opponent think that you can not win the actual game,
respectively that you will win the game when you see your chanche now.

(This checkmark is ghosted, until one of the players is a humen player.
 See also:
                 Player mode
)

1.24   Prefenrences-Window/Begin a new game

```
Begin a new game
```

Since you can not change all the preferences during a game, this checkmark
exists.

Marking~that~means~that you   want   to   begin   a~new~game~and   all~ghosted
gadgets~will be~now~unghosted.

(Only visible, when a game is in progress.)

1.25   Prefenrences-Window/Save Use Cancel

```
Save/Use/Cancel
```

Here you can save and use, use without saving or chancel your changes.

1.26   History

```
History
```

```
Revision V2.3
-------------
created on 11.12.95 by Mario Dannebauer

 - bug fixed: switch messages on/off works now correctly
```

```
  - added new button: swap (sides)
  - added new options: winner/looser begins, alternate beginner
  - added online-help
  - added keyboard control for all windows
  - enabled beginner-options during game (don't know why disabled this before)

  --- Public release ---
```

```
Revision V2.1
-------------
created on 15.11.95 by Mario Dannebauer

  - italian language catalog added

  --- Public release ---
```

```
Revision V2.0
-------------
created on 25.10.95 by Mario Dannebauer

  - documantation written
  - icon created
  - add variable number of rows to win
  - bumped to version 2

  --- First public release ---
```

```
Revision V1.9
-------------
created on 21.02.95 by Mario Dannebauer

  - internal game structure rewritten
  - add variable dimensions of gamefield

  --- Private release ---
```

```
Revision V1.6
-------------
created on 13.7.94 by Mario Dannebauer

  - add preferences window

  --- Private release ---
```

```
Revision V1.5
-------------
```

```
created on 26.5.94 by Mario Dannebauer
```

```
 - MUI-Version
```

```
 --- Private release ---
```

```
Revision V1.0
-------------
created on 12.03.93 by Mario Dannebauer
```

```
 --- Initial release ---
```

1.27   Future

```
Future
```

```
I don't plan further versions of this program  next  time,~but~if~you~have~some
ideas or suggestions then contact me.
```

1.28   Credits

```
Credits
```

```
Thanks must go to:
```

```
o Piergiorgio Ghezzo for the translation of the language catalog to italian.
```

```
o Stephan Stunz for his fantastic ~Magic~User~Interface~
```

```
o SAS Institute for their great C-Compiler
```

```
o Aaron Digulla and Matthew Dillon for their XDme/Dme
```

```
o Amiga Technologies GmbH and all the PD-programmers/-distributors, who keeps the
  Amiga alife.
```

```
o ...and anyone who send me something for this program or give me suggestions.
```

1.29   author

```
Author
```

```
                               Mario Dannebauer
                                    O7 29
```

```
                              68161 Mannheim
                                Germany

                           phone: 0621/20390


                    Or using e-mail (Internet) to:
                   86308@novell1.rz.fht-mannheim.de
```