

dynAMite_E

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	<i>TITLE :</i> dynAMlte_E		
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1.2 dynAMlte: Requirements

REQUIREMENTS | | |

This game needs at least a 68020 CPU with OS3.0. However a 030 CPU and a

graphicsboard are highly recommended.

If you're still using AGA (or ECS) you should have at least OS3.1 and a speedup patch for WriteChunkyPixels() (Aminet: BlazeWCP) to play the game at a reasonable speed.

Requirements

- OS3.0
- 68020 (030 or faster is highly recommended!)
- CyberGraphX/P96 or AGA/ECS with WCP()/WPL8() patch
- AHI (optional; without AHI you won't hear any soundeffects)
- 4MB Fastram
- 2MB Chipram
- TCP/IP stack
- amarquee.library V52+
- identify.library V12+
- MUI 3.8
- NList.mcc
- Betterstring.mcc (optional)
- BetterBalance.mcc (optional)

1.3 dynAMlTe: Installation

I N S T A L L A T I O N | | |

Just keep the directory as it is and copy it to some place on your hardisk.

1.4 dynAMlTe: Connecting to a server

C O N N E C T I N G T O A S E R V E R | | |

Connecting to a server

Start dynAMlTe and enter your preferred server in the Server field with the appropriate port in the Port field which is normally port 6318 (guess why it is 6318. Not that easy but solveable ;) or select a server from the popup window which opens if you press the button next to the "Port" string. Then press connect and see if it connects. The status of the connection is shown at the bottom of the window.

Then you should enter your preferred username. On the right side of the username-string is a button which, when pressed, opens a popup window where you can enter a password. If you log into a server with the password set, your nick will be registered with this password and no other players can connect to the server with your name not knowing the password.

Once logged in you will be presented with the login screen which shows who is currently logged into the server and what they are doing. To start a battle simply click the "Battle" button or press fire on your joystick/pad. A battle can only be started, if no player is currently playing.

It is also possible to disconnect from the server by pressing the "Disconnect" button in the login screen or select the corresponding menuitem from the project-menu.

1.5 dynAMlTe: Controls

C O N T R O L S | | |

Keyboard

Movement - Arrow-Keys / NumPad: 4, 6, 2, 8

Drop Bomb - RAlt, LAlt / NumPad: 0

Drop Kickbomb - RShift, LShift / NumPad: 5

Suicide - RAmiga/LAmiga + Backspace

Switching between Game/Chatwindow - HELP

Nicknamecompletion in Chatwindow - TAB

Gamepad (CD32 Pad, Competition Honeybee and compatibles)

Movement - Directional buttons

Drop Bomb - Red Button

Drop Kickbomb - Blue Button

Joystick

Movement - Guess

Drop Bomb - Fire Button

Drop kickbomb - Shift (on the keyboard)

WARNING : Gamewindow MUST be active with joystick to use kickbomb

1.6 dynAMlTe: Chat Commands

C H A T C O M M A N D S | | |

Below is a list of available commands which can be entered into the string gadget of the chatwindow.

/map [mapname] - If mapname is not given, this command will return the current mapname, else the server will try to find a map with the given name and uses it, if found, for the next game.

/me <text> - This command is known from IRC and works like an action.

/msg <player> - Sends a private message to another player.

/ping - Pings all connected clients and the server. No args, does not work from server chat window.

/info <player> - Displays the specified players system and other information.

/stats <player> - Shows you the ranking and other higscore informations of a specific player

/score <#> - Shows the specified highscore ranking.

/pause - Switches between observer and player.

/setpw <password> - Changes your password to the specified password. If you don't give a password as argument, your password will be cleared.

/request <mapfilename> - Downloads a map from the vault. Exact knowledge of filename is necessary

ping - If you enter ping and press return, all connected clients will answer with a *PONG* reply. Not really useful, but could serve as a kind of lag check.

1.7 dynAMlTe: F-Keys

F - K E Y S | | |

The purpose of the F-Keys currently is to display a short message (upto 6 characters) in a bubble to the other players while playing.

It's possible to specify upto 100 texts in 10 F-Key banks. Just have a look at the F-Key settings available from the pulldown menu.

Pressing 0 to 9 on the keyboard while playing will switch the banks. Pressing F-1 to F-10 while playing will display a bubble with the specified text. If no text is specified for the selected F-Key and bank, no bubble is shown.

The gamewindow have to be active for the bubbles to work.

1.8 dynAMlTe: Running the server

R U N N I N G T H E S E R V E R | | |

Running the server
Simply start the server. A window will open which shows a list with entries for 8 players and 8 observers. Every line in this list starts with a "Kick" button. This button is useful if e.g a player lost the connection but is still logged in and blocks a slot.

Below the list you see two sliders, a checkbox and five buttons.

The first slider specifies how many connections/players the server accepts. The second slider allows you to limit the number of observers the server accepts.

This is especially useful if you have a slow line and your bandwidth can't handle the full number of 8 players and observers. If you have ISDN a maximum of 4 players is a good value.

If you tick the checkbox your server will be listed in the GlobalServerList (GSL) at <http://amisource.de/dynamite/monitor.html>. This list shows the user how many servers are currently online, how many players the different servers accept and of course their IP/Host address.

Pressing the "Map" Button will open a popup window which contains a list of all available maps. Below the map-list there is the button "Rescan Maps" which does exactly this (rescanning the maps directory and refreshing the list with the scanned maps). The checkmark "Random Map" is also pretty selfexplaining. Activating random map will randomly pick a map out of all available maps when the next battle starts. On the right side of the window is a second list which gives a quick preview of the currently selected map.

With the "Start Battle" button you are able to start a battle from within the server.

The "Stop Battle" does exactly the opposite of the "Start Battle" button. Pressing this button will immediately tell the clients to abort the current battle and return to the login screen.

1.9 dynAMlTe: Server Events

S E R V E R E V E N T S | | |

The dynAMlTe server is able to execute commands on certain situations. This can be used to output a notify to some chatwindow (IRC for example) if a user logs into your server.

The events should be pretty selfexplaining. Just have a look at the serversettings. Setting the mode to "Arexx" will execute the command with a prefixed "rx " synchronously to the servertask. Setting mode to "Shell" will run the command asynchronously.

1.10 dynAMlTe: Server Arexx-Port

S E R V E R A R E X X - P O R T | | |

The Server offers a small arexxport to get some infos on the current state of the server. You can read for example the highscore from the server and create a html page of the returned data semi-automatically.

GETSLOT NUM/N - If you don't pass NUM this command will return the number of slots available by the server.

If you pass NUM, this command returns some data for the passed slotnum.

Returns a string in this format:

```
WON GAMES LOGINS FIRSTLOGINDATE FIRSTLOGINTIME LASTLOGINDATE ↔
  LASTLOGINTIME STATUS USERNAME
```

Returns OUTFRANGE if NUM is not between 1 and maxslots.

Returns EMPTY if no one is logged on.

GETSCORE NUM/N - Don't pass NUM and you will get the maximum entries of the highscore. This can also be used to see how many users are known by the server.

Passing NUM will return a string in this format:

```
WON GAMES LOGINS FIRSTLOGINDATE FIRSTLOGINTIME LASTLOGINDATE ↔
  LASTLOGINTIME USERNAME
```

Returns OUTFRANGE if NUM is not between 1 and maxscore.

SERVERNAME - Returns the name of the server.

SYSOPNAME - Returns the name of the sysop for the server according to the settings.

HOSTNAME - Returns the hostname of the server which the sysop should have set in the settings.

LOCATION - Returns the location string of the server from the settings.

SPEED - Returns the serverspeed from the settings.

MAPS - Returns the number of maps which are available by this server.

MAPNAME - Returns the name of the map which is currently played.

VERSION - Returns the version of the server f.e: 26.1 (11.02.01)

1.11 dynAMlTe: Server MOTD

```
S E R V E R   M O T D           | | |
```

It's possible to show a MOTD (Message of the Day) to each user, who logs in.

You simply have to create a file named tgwnn.motd in PROGDIR: with the desired text to be displayed to the user.

1.12 dynAMite: Commandline Arguments/Tooltypes

C O M M A N D L I N E A R G U M E N T S / T O O L T Y P E S | | |

Server

The server supports two arguments and/or tooltypes.

PORT/K/N - Here you can specify on which port the server waits for connections. Default is port 6318.

TASKPRI/K/N - With this option you are able to give the server task another taskpriority to make the server perform better on your system.

Client

NOCGX/S - With this switch you can force dynAMite not to use cybergraphics. If you're running dynAMite on a AGA System and have problems with the graphics, first try to run dynAMite with the NOCGX option.

NOSOUND/S - Giving NOSOUND as argument or tooltype forces dynAMite to disable all soundoutput. This can give an extra speedup on slow systems.

ANTI BLANK TIME/N/K - dynAMite has a feature to prevent screenblankers from going active if you play a long time with joystick only. With this argument/tooltype you can set the delay between two faked input events which will be send to let the blanker think you have pressed a key. Setting ANTI BLANK TIME to 0 will switch off the "antiblanker protection". Default is 0.

STYLE/K - You are able to choose which gfx-set (style) dynAMite should use. To select a style just give this argument with the filename without the suffix (.gfx). For example STYLE=winter.

PRECISION/K - If you feel dynAMite eats too much pens from your palette or the graphics could be a bit more detailed, then you should experiment with this tooltype or shellarg. Possible values for PRECISION are:

ICON - worst quality
 GUI - not so good quality
 IMAGE - ok quality
 EXACT - best quality (will eat the most pens)

TASKPRI/K/N - With this option you are able to give the client task (dynAMite) \leftrightarrow another taskpriority to make the client perform better on your system.

PROXY/K - If your ISP requires you to use a proxyserver, you need to set the proxyserver with this tooltype/argument in order to get the GlobalServerList to work.

PROXYPORT/K/N - Enter here the proxy port.

1.13 dynAMlTe: Creating own maps

C R E A T I N G O W N M A P S | | |

If you want to create own maps for the game please have a look at the bomap.mdk. The Map Development Kit contains all necessary informations to do own maps.

An easier solution would be to start dynAMlTe-MapLab, where you can easily create, change, load and save maps.

1.14 dynAMlTe: Creating own Styles

C R E A T I N G O W N S T Y L E S | | |

Simply load dynAMlTe.gfx or any other style which comes with dynAMlTe into your favorite paint program, look at how its done and be creative :)

1.15 dynAMlTe: How to speed up loading of Styles

H O W T O S P E E D U P L O A D I N G O F S T Y L E S | | |

To speed up loading of Styles (the gfx-sets, without dynAMlTe would be only half the fun :)), you simply have to convert a .gfx file to an .raw file by using DStyleConv.

You should start DStyleConv from a shell with the .gfx file as argument. The converter then converts the Style, which will be loaded by dynAMlTe the next time you start it with this style.

If you do your own style or update current styles, you should delete any present .raw file to force dynAMlTe to load and convert the .gfx file by itself to get the recent .gfx file loaded.

1.16 dynAMlTe: Local play

L O C A L P L A Y | | |

Although the game wasn't intended for playing local only it is possible to

play local with up to three players. Two using the joysticks and one on the keyboard. The player on the keyboard needs to make sure that his window is the active window. I don't recommend playing local because each player has it's own window and this makes the game a lot slower and less fun to play.

If you are the server and want to play, just start the client and enter "localhost" as server and "6318" as port and then press connect. This also goes for the above mentioned local play with 3 players.

1.17 dynAMItE: Troubleshooting

T R O U B L E S H O O T I N G | | |

Graphics won't be updated during gameplay

If you're using AGA or ECS and the graphics won't be updated during the game you probably have a cybergraphics.library installed in libs:. In this case (if you're using an AGA or ESC screenmode and have the lib installed) you should run dynAMItE with NOCGX option to force the game to use WriteChunkyPixels() (OS3.1) or WritePixelLine8() (OS3.0) instead of the CyberGraphX' WritePixelArray() function.

Slow graphics even on a 060 using AGA/ECS

If you're using AGA or ECS you really need to install a WriteChunkyPixels() (OS3.1) or WritePixelLine8() (OS3.0) patch like BlazeWCP (Aminet) which speeds up the graphicsoutput by a factor of 5 to 10.

GlobalServerList can't be received/Server can't be added to GSL

If you get constantly errors when trying to receive the GlobalServerList from dynAMItE or when enabling the List Server checkbox in DServer, this could be because your ISP requires you to use a proxyserver for HTTP connections. In order to get dynAMItE and the DServer working with proxyhosts to update and/or receive the GSL you need to set the PROXY and PROXYPORT tooltype or shell-argument. Please have a look at the corresponding section in this guide.

No audio despite AHI is set up correctly

Sorry I have no idea why some players have no audio despite the fact AHI is set up the way it should. If you can help please send an email to dynamite@amisource.de

1.18 dynAMItE: Contact the Author

C O N T A C T T H E A U T H O R | | |

To contact the dynAMItE team just write an email to: dynAMItE@amisource.de

To enter the dynAMItE-universe enter: <http://amisource.de/dynamite>

1.19 dynAMItE: Thanks and Credits

T H A N K S A N D C R E D I T S | | |

Thanks for testing and useful suggestions to the people on #AmigaZeux (ex #ATC (IRCNet)) namely pepto, ToDi, mafutha, Ingo, Moneyless, Cap'n'Hit, CubiQue, Corsake, Spettro, Joooch, Lizard, Hexaae, plouf, tOm Tundrah, frost, Miksuh, Wizor, Tripper and all the other which are mentioned in the about window.

Special thanks are going to:

ToDi for creating a big amount of maps, for hosting the server for us poor non-dsl users, for creating and printing the disk-labels (and some "stickers") for the WOA-preview release and for putting so much work into the whole dynamite website!

Sebel who pixeled your favorite The Simpsons-style, boing-style, smurf-style and the original dynAMItE-style.

Tickle/DKG for the assembler optimized sprite and block drawing routines and the cool transparent glow-effect used for explosions. Thank you for your efforts!

Ingo for some soundeffects and for copying 150 (onehundredandfifty) disks for WOA2000 with the WOA-preview release of dynAMItE.

iti for giving me hints regarding mui coding and providing example source how to add a dragbar gadget to a muiwindow :)

Jokey for the french translation of this guide (if you are reading the french guide, you will read Jokeys translation right know. Just in case you wanted to know :))

ExoBuzz for being gay, lesbian and drunk ;)

Spettro who did a great job creating the dynAMItE logo.

Moneyless for creating a large amount od maps and being one of the first testers :)

Capn^HIT who did the great winter.gfx and who also likes chiptunes :)

mafutha for being that easy to kill in the beginning (he got better and better after time though :) and who is still searching for the nonexistent (really?) cheats ;)

pepto aka mod for caring about the non-gfxboard users by suggesting of a scrollable playfield, palette optimizations and making the game behave overall better on AGA only systems (he likes chiptunes =))

Hexaae who just came around the corner saying "dynAMItE" after asked for a name for the game after weeks of fruitlessly searching for a name by us :) He also did the small cup graphics and submitted some of the soundfx.

CubiQue for making suggestions of which I hardly implement any (I think), but he likes chiptunes and this makes him predestinated to be mentioned here ;)

Batman for some really good hints and discussions about several features of the game.

cya Gelb ++ chiptune addict ++
