

# **AmyFreeCell**

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**COLLABORATORS**

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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## AmyFreeCell

### 1.1 AmyFreeCell document

AmyFreeCell 1.04

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**Introduction** What is this?

**Requirements** What do I need to run it?

**Installation** How do I install it?

**Usage and rules** How do I play it?

**ToDo** Things I might add in future...

**History** Development history

**Contacting the author** How to contact the author

### 1.2 Introduction

Introduction to AmyFreeCell

AmyFreeCell is an Amiga version of a cardgame ("FreeCell") that comes with Windows95. Made 'cause had nothing else to do.. and it's a nice game:)

AmyFreeCell is emailware, that is if you like it and play it, then send me email saying so..) (or suggestions etc.. See contacting info for my [email-address](#) ).

AmyFreeCell may be freely distributed, but remains the copyright of the author, Joni Yrjänä. All files must be distributed together unmodified.

### 1.3 Requirements

AmyFreeCell requires:

- 68020 or better
  - AmigaOS 3.0 (V39) or better
  - asl.library
  - diskfont.library
-

AmyFreeCell has been tested with following system and software:

- A1200 68030mmu,fpu 8meg fast 2meg chip
- OS3.0 (V39) , Enforcer
- A1200 68020 2meg chip
- OS3.0 (V39)

## 1.4 Installing AmyFreeCell

Installation:

- Move this drawer to anywhere you want
- Copy the SJYGamesFONT -font to FONTS:  
or use the supplied script-file InstallSJYGamesFONT
- Start it from shell or Workbench

Note: To have "nice" colors (ie. black is black and red is red) either use ScreenMode-preferences to make enough colors available, or use Palette-preferences to make some of the color red and black (also white and grey is used). AmyFreeCell tries first to allocate pens by itself, and if it fails it uses nearest color it can find.

Files needed:

- AmyFreeCell executable somewhere
- SJYGamesFONT font size 8 in FONTS:
- asl.library library in LIBS:
- diskfont.library library in LIBS:

Libraries (asl and diskfont) should already be in your harddisk. Or if you don't have harddisk, boot with your Workbench disk and start it after Workbench has been loaded.

## 1.5 Playing AmyFreeCell

Playing window looks like this:

```
|-----|
|AAAA BBBB |
|AAAA BBBB |
||
|CCCCCCCCCCC | A = places where you can store cards
|CCCCCCCCCCC | B = places where cards should end up
|CCCCCCCCCCC | C = places where cards are at start
|CCCCCCCCCCC |
|CCCCCCCCCCC |
|-----|
```

The goal is to move all cards from A to B, the cards must go in order (first ace .. and last one is king).

You may move only one card at a time and it must be placed in a 'free' place or (in C-area) on top of another card, which must be different color (black on red, or red on black) and the card you are moving must be one less than the card you are moving it on (ie. 2 on 3).

Note: You may not move cards back from B-area.

AmyFreeCell tries first open it's window on default publicscreen, so you should have one open when you start it (ie. Workbench). After you have started it you may resize, position and select publicscreen for it and save settings (or use Save Settings On Exit-option).

Menus:

Game

New - start a new game

About... - about information and statistics

Quit - quit game

Settings

Use Settings On Exit - when quitting game, save settings to ram

Save Settings On Exit - when quitting game, save settings to disk

Select Pubscreen... - select public screen to open window on

Load Settings... - bring up a requester to load settings

Save Settings - save settings using last used prefs-name

Save Settings As... - bring up a requester to save settings

## 1.6 Things that I might add...

Things to do..

- tooltypes, shell arguments
- more font-sensitive
- user-defined font, hmm not all fonts have those symbols...
- make font scalable?
- save/load -game
- more rules to play with (options)
- score + highscore list
- 'true' gfx
- user-selectable action for double-click
- possibility to move more than one card at a time
- 'animation' when card moves from one place to another
- card-dragging
- more statistics
- make own public screen
- improve documentation, installer script, make some 'real' icons..

And your new ideas, and ideas how to implement some of those things (above) ie. what should double-clicking do? etc..

Send mail to [me](#) .

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## 1.7 Development history

v1.00 19.05.1996

- first fully playable version

v1.01 20.05.1996

- put main-window in sleep mode and eat all intui-messages when selecting pubscreen

v1.02 20.05.1996

- optimized window-refresh routine (about 50%)

v1.03 21.05.1996

- improved zoom-values to not move window when zoomed, only make it smallest possible

- added % to stats

- now sets busy-pointer when about-requester is chosen and flushes idcmp afterwards

v1.04 23.05.1996

- added 'in a row' -stats

- removed some stupid multidraws

- fixed a bug in save settings as-requester handling

- fixed a bug in load settings at startup routine

- added automove of cards

## 1.8 How to contact the author

If you have any comments, bugreports, suggestions, ideas, etc. about AmyFreeCell, contact me via Internet email:

joyr@walli.uwasa.fi

or by snail-mail (postcards, money etc...;\*)

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FINLAND

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