

WBTRIZ

RAZIEL

COLLABORATORS

	<i>TITLE :</i> WBTRIZ		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

WBTRIZ

1.1 WBTRIZ (Workbench tetris clone) by Marcin Orłowski/RAZIEL

WBTRIZ 0.7b (09.10.2002)

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Welcome
... Information

Author
... Author, contacts

Requirements
... System requirements

Controls
... How to control WBTRIZ.

Technical info
... Technical info.

Utilities
... Help me now!!!

History
... What new's.
```

1.2 Information

Introduction

STUFF USED:

- AmiBlitzBasic 2.27 (Code)
- PersonalPaint 7.1 (GFX?)

WARNING!!! this stuff is FREeware!!!
Postcard are welcome if you like it...

Author is NOT responsible for any damage (or damages!!!) attributed to WBTRIZ. You are warned that you play WBTRIZ at your own risk~!!!

1.3 Author

Author

MY CONFIG: / NO CHANGE! ;(
Amiga 1200, Blizzard 1240/40, 32MB FAST RAM
HDD 20GB SAMSUNG, FAST-ATA, CD-ROM LG 52X

ADDRESS:

Marcin Orłowski/RAZIEL
Ôwierkowa 13/5
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INSPIRATION:

Tetris World (Playstation2)
Street Fighter Alpha (PSX)

1.4 Requirements

System Requirements

AMI SYSTEM : AmigaOS 3.0+
PROCESSORS : 68020+ (tested with 68020,68030,68040,68060,UAE)
SYSTEM GFX : Advanced Graphics Adapter

LIBS:

- Mathtrans.library
- Datatypes.library
- Asl.library V36+
- XPKMaster.library V3.00+ / Compressors

1.5 How to control

Controls of game

WBTRIZ use Joystick or Keyboard... (Check menu)

Default keyboards

CRS_LEFT	Move to left
CRS_PRGHT	Move to right
CRS_DOWN	Move to down
SPACEBAR	Move to down very fast
RSHIFT	Rotation of block (left)
CONTROL	Rotation of block (right)

Keyboards is editable to menu.
Look at my

```
RAWSTATUS
code...
```

For example (CRS_UP) = (\$4c)

1.6 Rawstatus Code

Key	RawKey	Key	RawKey	Key	RawKey	Key	RawKey	Key	RawKey
Esc	\$45	`	\$00	Tab	\$42	Ctrl	\$63	LSh	\$60
F1	\$50	1	\$01	Q	\$10	Caps	\$62	Z	\$31
F2	\$51	2	\$02	W	\$11	A	\$20	X	\$32
F3	\$52	3	\$03	E	\$12	S	\$21	C	\$33
F4	\$53	4	\$04	R	\$13	D	\$22	V	\$34
F5	\$54	5	\$05	T	\$14	F	\$23	B	\$35
F6	\$55	6	\$06	Y	\$15	G	\$24	N	\$36
F7	\$56	7	\$07	U	\$16	H	\$25	M	\$37
F8	\$57	8	\$08	I	\$17	J	\$26	,	\$38
F9	\$58	9	\$09	O	\$18	K	\$27	.	\$39
F10	\$59	0	\$0A	P	\$19	L	\$28	/	\$3a
Del	\$46	-	\$0B	[\$1a	;	\$29	RSh	\$61
Help	\$5f		\$0c]	\$1b	'	\$2a		
BkSp	\$41	\	\$0d	Ent	\$44	+	\$0C		
Up	\$4c	Down	\$4d	Left	\$4f	Righ	\$4e		
LAlt	\$64	LAmg	\$66	Spac	\$40	RAmg	\$67	RAlt	\$65

NUMERIC KEYPAD

Key	RawKey	Key	RawKey	Key	RawKey	Key	RawKey
(\$5a)	\$5b	/	\$5c	*	\$5d
7	\$3d	8	\$3e	9	\$3f	-	\$4a
4	\$2d	5	\$2e	6	\$2f	+	\$5e
1	\$1d	2	\$1e	3	\$1f	Ent	\$43
0	\$0f	.	\$3c				

1.7 Technical info

TECHNICAL INFO:

- Commodities support
- Datatypes support (Graphic block must same size)
- Scandir gfx/sfx, sort it and create menu.
- Auto detect size of brush.
- Max gfx/sfx filename in menu is 5000
- Max store motion move is 100000
- Sample only 8SVX

- Crunch replay using xpk compressors

If new datatype remap procedure is problem... (No Transparency)
 Then change first colour (for default gfx) in wbpalette to:
 R=140,G=140,B=140 or change all gfx background colour to
 your first wbpalette!... Sorry, maby fix it, in future...

When play replay, look at ABOUT menu... (Finish in procent.)
 If you need proportional block (default for HIRES) then use menu:
 "Edit/Block Scale/Scale for Y" (Add 8 for default to HIRESLACED)

1.8 Utilities info

UTILITIES INFO:

- Combination
Join,show,remove position any highscore file (req V0.7b)
- UP_HScore
Update old highscore file from version V0.6c
- UP_Replay
Update old replay file from version V0.6c

1.9 History

HISTORY OF WBTRIZ:

Version 0.7b (09.10.2002)

- * New
 - add 2 brush file ; (target,shadow of target)
 - support for 2 button joystick
 - target mode ; (when create supercombo...)
 - new 2 keys ; (rotation and speedy down.)
 - new 2 utils ; (look at
 utilities
 info...)
 - new rotation procedure ; (now possible "left & right" at once game.)
 - rewrite procedures ; (left,right,down,shadow,slide,rotation...)
- * Bugfix
 - scale procedure ; (first check if size is not to large.)
 - check version ; (now no crash if load bad version ; highscore,prefs,replay)
 - replay/Set view speed/full cpu ; (now work only in view replay mode ;)
 - block from replay ; (on/off,use store work corectly)

Version 0.6c (01.08.2002)

- * New
 - progress bar ; (loading & remapping graphics)
 - add scale of block

- add 4 sounds file ; (last down, combo x3, combo x4, level up)
- add 3 brush file ; (crazy dark, under, level up)
- add SDK folder ; (my small problems, source...)
- support for joystick
- support for datatype ; (loading, scaling, remapping graphics)
- quake mode ; (four level of quake "Combo x4 = High level 4")
- money mode ; (display last money, "left & up window position")
- crazy mode ; (when block is crazy then surprise...)
- under mode ; (display help position "like shadow")
- new next block mode ; ("from replay", use block from replay)
- new view replay mode ; (free & full cpu)
- new graphics set ; (ball & example1)
- editor key's ; (configure jour button "move & rotate")
- editable xpk cruncher ; (custom compress replay)
- keyboard shortcut

* Bugfix

- change menu "WBTris mode" to "WBTriz mode" ;))

Version 0.5a (11.03.2002) First public release

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- loading custom graphics set ; (iff file)
 - loading custom sound set ; (8svx file)
 - commodities support ; (show, hide window, remove, inactive, active)
 - recording replay ; (RAKE xpk compressor)
 - morph block ; (morph block when move is over)
 - speed quake ; (clear line is a very fast)
 - hidden slide ; (no display slide brush, combo x)
 - editable game table ; (X=8...12) & (Y=10...20)
 - rotation mode ; (left or right)
 - difficulty ; (randiomize or not)