

# **dynAMite\_E**

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<b>COLLABORATORS</b>
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# Chapter 1

## dynAMlTe\_E

### 1.1 dynAMlTe: Table Of Contents

- #AmigaZeux -

presents

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V2.1

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Getting Started

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      Requirements
:  :  :  :  :  :
:  :  :  :  :  :
      Installation
:  :  :  :  :  :

```

Playing the Game

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      Starting dynAMlTe
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                Other Zeux

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## 1.2 Requirements

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### REQUIREMENTS

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#### Minimum Requirements

You will need the following to run dynAMite:

- OS3.1
  - 68020
-

- CyberGraphX/P96 or AGA/ECS with BlazeWCP
- AHI (optional; without AHI you won't hear any sound effects)
- 4MB Fast RAM
- 2MB Chip RAM
- TCP/IP stack
- amarquee.library v54+
- identify.library v13+
- MUI 3.8
- NList.mcc
- Betterstring.mcc
- Betterbalance.mcc (optional)
- XPK v4+ (optional; without it you can't have custom puppet gfx)

### Recommended Requirements

For best performance you should have the following:

- 68060
- CyberGraphX/P96
- 6MB Fast RAM
- Hi-speed serial port or Cable/ADSL/DSL

## 1.3 Installation

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

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There are two ways to install dynAMItE:

Method 1 (The easy way):

Extract the dynAMItE archive (i'm guessing you already have, since you're reading this) and copy the dynAMItE directory wherever you want to keep it.

Method 2 (The easier way):

Use the provided installer script which will not only install dynAMItE but also help you to configure it.

## 1.4 Playing the Game: Starting dynAMItE

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S T A R T I N G   d y n A M I t E                    | | |

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dynAMItE can be started from the shell/cli or Workbench and supports the following cli arguments/tooltypes:

NOSOUND

This option disables all sound output. The result (apart from having no sound) is that some slow

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systems may get an extra speed boost.

#### NOCGX

With this switch you can force dynAMite not to use cybergraphics. If you are running dynAMite on an AGA system and are having problems with the graphics then try running dynAMite with this switch turned on.

#### ANTIPLANKTIME

dynAMite has a feature to prevent screen savers from going active if you play for a long time using only a joypad/joystick. With this option you can set the delay (in seconds) between two faked input events which will fool the screen saver into thinking you moved the mouse or pressed a key. Setting this option to 0 will switch off this feature. The default is 0.

#### STYLE

This option lets you choose which style (graphics set) dynAMite should use. To select a style just give this option the name of the style (e.g STYLE=dynAMite or STYLE=winter).

#### TASKPRI

This option lets you set the task priority of dynAMite. This may make the client perform better on slower systems.

#### PROXY

If your ISP requires you to use a proxy server, you need to set the proxy server with this option in order to get the GSL (Global Server List) working.

#### PROXYPORT

Set the port of the proxy server using this option.

#### PRECISION

If you feel that dynAMite uses too many pens from your palette or you think the graphics could be a bit more detailed, then you should experiment with this option. Possible values are:

ICON - Worst quality.

GUI - Poor quality.

IMAGE - Good quality.

EXACT - Best quality (will use the most pens).

#### PUPPET

This new feature of dynAMite 2.1 lets you use custom graphics for your puppet instead of the puppet gfx included in the style you are using. dynAMite by default will look for custompuppet.gfx, custompuppet.msk and custompuppet.otl in the dynAMite/Styles directory (Note: the custom puppet gfx should not be in a sub directory of dynAMite/Styles). If you have created your own custom puppet gfx and saved it as something different than custompuppet.gfx/msk/otl then you need to pass the name of your custom puppet gfx (without an extension) to this option, for example: PUPPET=davar

#### SKIPANIMS

This switch will make dynAMite skip the playing of animations to speed the game up. This may be useful on O20 systems.

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**WB**

Using this switch you can force dynAMite to run on the Workbench screen. This may be handy if you are low on memory.

**NOGFX**

This option is useful if you have a couple of mates around and you are playing a game locally. It turns off graphics to reduce CPU usage and the client is used for player input only.

**PLAYERNAME**

This option lets you set the name you will use while you are playing or chatting. The name will appear in the chat window and during game play. Short names are preferred.

**PASSWORD**

This option lets you set the password for the name you are using. The password is required to prevent anyone from stealing your name.

**CHANNELS**

Using this option you can set the number of channels dynAMite should use for sound effects. The default is 12 channels. The minimum value for this option is 8, the maximum is any number you can think of.

Please keep in mind, that dynAMite needs five channels for special sound effects, like laser and magnet loop. Also bomb ticks need two channels. So, setting channels to 8 would mean, you only have 3 channels for sound effects.

## 1.5 Playing the Game: Connecting to a Server

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

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Entering your playername/password

After you have started dynAMite you will see the connection window. If you did not set a player name or password then you should enter your player name in the "Your name" gadget (how obvious is that? ;) and your password in the "Password" gadget. If you do not enter a password then it will be possible for someone else to use your player name when you are not playing.

Selecting a server

First enter the port dynAMite should try to connect on in the "Port" gadget. The port number is usually 6318 (guess why it's 6318. Not that easy but solvable). Next you need to select a server to connect to. There are two ways of doing this:

Method 1 (The hard way):

Enter the host name or ip address of your preferred server in the "Host/IP" gadget. Now press the "Connect" button to connect.

Method 2 (The easy way):

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Click the "Global Server List" button, after a few seconds a window will appear which shows a list of dynAMite servers. To connect simply double click on a server.

#### The Login Window

If all went well you will be presented with the login screen which shows you who is logged in and what they are doing. To start a battle simply click the "Battle" button or press the fire button on your joystick/joypad. A battle can only be started when there is no other player currently playing. The "P" button in the login window will switch you between observer and player modes. If you want to switch slots you can do so by holding down the shift key and pressing the left/right cursor keys to go to the slot to the left or right of the slot you are currently in.

#### When you've had enough

To disconnect (what? disconnect? why would you wanna do that? :) you can press the "Disconnect" button or use the corresponding menu item from the Project menu and you will be taken back to the connection window.

## 1.6 Playing the Game: Game Controls

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### C O N T R O L S

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#### Keyboard

Move Up	- Up Arrow	(Numeric Pad: 8)
Move Down	- Down Arrow	(Numeric Pad: 2)
Move Left	- Left Arrow	(Numeric Pad: 4)
Move Right	- Right Arrow	(Numeric Pad: 6)
Drop Bomb	- Left/Right Alt	(Numeric Pad: 0)
Drop Kickbomb	- Left/Right Shift	(Numeric Pad: 5)
Suicide	- Left/Right Amiga + Backspace	
Nickname completion	- TAB	
Switch between Game/Chat windows	- HELP	

#### GamePad (CD32 Pad, Competition Honeybee and compatibles)

Move Up/Down/Left/Right	- Directional Buttons
Drop Bomb	- Red Button
Drop Kickbomb	- Blue Button

#### Joystick (and Non-CD32 Joypads)

Move Up/Down/Left/Right	- Guess ;)
Drop Bomb	- Fire button
Drop Kickbomb	- Left/Right Shift (on the keyboard)

**WARNING:** The game window MUST be active with joystick to use kickbombs

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## 1.7 Playing the Game: Chat Commands

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

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Should you get bored of getting killed/winning then you might want to throw some small insults at your tormentor or humiliate your victims by bragging about how many times you killed them in one game etc...

If this is the case then below is a list of commands that can be typed into the string gadget of the chat window.

`/map [mapname]`

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

`/me`

This command is known from IRC. Use it when you do something that other people can't see (like: `/me` is going to get food, or `/me` is a graphics card and PPC owning smug git, etc...)

`/msg <msgtext>`

Another IRC style command. Sends a private message to another player.

`/ping`

Pings all connected clients and the server and shows you their response times. No arguments. Does not work from the DServer chat window.

`/info <player>`

Displays the specified player's system and other information.

`/stats <player>`

Shows you the rank and other highscore information of a specific player.

`/score <#>`

Shows you the highscore information of a player at a specific position in the highscore list.

`/pause`

If you decide you need a break, use this command to switch to observer mode and watch the other players battle.

`/setpw <password>`

Changes your password to the specified password. If you do not specify a new password, your current password will be cleared.

`/request <mapfilename>`

Downloads a map from the vault. You need to know the exact filename of the map.

`/team`

New for dynAMite 2.1 is team mode. In this mode players 1, 2, 5 and 6 become a team and players 3, 4, 7 and 8 become a team. To find out

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more, click  
    here  
    .

/unteam  
    This command will deactivate team mode. See  
    here  
        for more information.

/quit [msg]  
    This command will disconnect you from the server (if you are connected)  
    and quit dynAMite. If you specify the msg argument the other players  
    will see this message.

/disconnect [msg]  
    This command will disconnect you from the server. If you specify the  
    msg argument the other players will see this message.

/repeat  
    This command tells the server to use the current map for the next  
    game.

/fps  
    This command sends an FPS (Frames Per Second) request to all connected  
    clients. Each client will respond with their current FPS count.

/whois  
    This command is an alias of the /info command.

/hops  
    This command shows the number of hops between each player (including  
    yourself) and the server.

/loadbot  
    With this command you can load a CPU player on to the server. Quite  
    handy for practice sessions. Also very handy if you are getting your  
    butt kicked and need something to distract your enemy ;).

/kickbot  
    If you get tired of playing against the bot(s) you can use this  
    command to get rid of them. This command only removes one bot at  
    a time.

/time  
    Using this command you can get the local time of each client and  
    the server.

/help  
    This command shows a list of commands (how fascinating ;).

/?  
    This command is an alias for the /help command.

/compact  
    This command makes the player stats in the game window more  
    compact. This command acts as a toggle that will switch  
    the stats between the full and compact forms.

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ping

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

## 1.8 Playing the Game: Team mode

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T E A M   M O D E            | | |

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Team mode is a new feature of dynAMite 2.1. In this mode players 1, 2, 5 and 6 become team one and players 3, 4, 7 and 8 become team two. You cannot kill players on your own team nor can they kill you. To activate team mode you have to type /team in the chat window. The number of players required to activate team mode depends on the number of players that are on the server. The table below shows how many players are needed to activate team mode.

Players on server	Players needed to activate team mode
8	5
6 or 7	4
4 or 5	3
2 or 3	2

When team mode is active there are a few changes that will take place:

Bomb colours

Team one (players 1, 2, 5 and 6) and team two (players 3, 4, 7 and 8) will drop different coloured bombs. The colours of the bombs are defined by the style you are using. Map bombs will still be the same red colour they always were.

The drop all power up

When a player from either team picks up the drop all power up, the bomb they drop will be the other team's bomb.

Other power-ups

When team mode is active, the following power-ups will not have any effect on players in the same team:

- Decrease Fuselength.
- Increase Fuselength.
- Decrease Flamelength.
- Swap controls (commonly referred to as the 'Reverser' power-up).
- Decrease Bombs.
- No Drop.
- Stop.

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Darkness.

## 1.9 Playing the Game: The F-Keys

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F - K E Y S                   | | |

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The purpose of the F-keys is to display a short message in a bubble while playing the game. Only 8 characters of a message will be displayed at a time. A space in your message will put the part of the message after the space into another bubble.

It is possible to define up to 100 messages in 10 F-Key banks. Just have a look at the F-Key settings available from the settings 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 message from the currently active bank.

The messages can contain colour codes. There are two ways to enter colour codes. The first way is using ASCII codes 1 - 8 for the foreground and 246 - 252 for the background. The colours you get for each code depend on the style you use. You can see the colours by looking at the login screen, the colour of player 1 is the colour you will get for ASCII codes 1 and 246, the colour of player 2 is the colour you get for ascii codes 2 and 247, etc...

You can enter ASCII codes 1 - 8 using CTRL-A to CTRL-H.

The table below lists the keys for entering ASCII codes 246 - 252 and the character that is generated when pressing that key.

Code	Character	Key
246	ö	ALT-K o
247	\$\div\$	ALT-SHIFT x
248	ø	ALT-O
249	ù	ALT-G u
250	ú	ALT-F u
251	û	ALT-H u
252	ü	ALT-K u

The second (and much easier) way of entering color codes is by entering and @b[x] (again, x is a number between 1 and 8) to change the background of the bubble.

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The game window has to be active for the bubbles to work.

## 1.10 glocal

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

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Although dynAMite 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. Playing local is not recommended because each player has their own window and this makes the game a lot slower and less fun to play. If you do play local, the two players using the joysticks should start dynAMite with the NOGFX option to get a speed boost.

First you have to start your favourite TCP/IP stack.

If you are the server and want to play, just start the client and tick the "Local" button (next to the "Host/IP" string gadget) and enter 6318 as the port and then press connect. This also goes for the above mentioned local play with three players.

## 1.11 Playing the Game: Davar's Hints 'n' Tips

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D A V A R ' S   H I N T S   ' N '   T I P S                    | | |

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There is one certain player who has played more games than anyone else and is currently (01.07.2002) at the top of the GHS (Global High Score) table. His name is Ingo.

Contrary to popular belief, Ingo can be killed by intelligent use of power ups, and a little luck. There are various tricks that you can use (Note: these tricks will work on any player, not just Ingo :) to help you win. The names for these tricks are unofficial and have been invented by me (Davar).

Trick 1: "Blow up or Fry up, it's your choice buddy"

For this trick you need a laser. Look for a player who has laid a bomb and is waiting for it to explode. If the player is surrounded by blocks on three sides you can block him/her in using your laser and the player can choose to get fried by your laser or blown up by his/her own bomb.

Trick 2: "Kill em' with kindness"

Sometimes you have to be kind to be cruel. For this trick you need a heart power up and some patience. Lay a bomb next to the grave of an already dead player, then just before the bomb goes off, pick up the heart power up, the dead player gets resurrected and immediately dies again.

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Trick 3: "Poison, Cure, Poison, Cure..."

If you pick up five skulls you get maximum bombs and flame length as well a shield and a faster pair of shoes. So, if someone comes at you and they have fartgas, try to get poisoned then pick up the skulls that appear (which are the only way to cure fartgas poisoning) if you do this enough times you will eventually collect 5 skulls and end up with max bombs, max flamelength, increased speed, and a shield.

Trick 4: "Sweep 'em off their feet"

This is one of my favorite tricks and if executed correctly is quite impressive. To pull this one off you need a long flamelength and the map should have very few or (better still) no blocks at all. All you have to do is lay your bombs in a diagonal line so that they explode almost immediately after each other. This creates a kind of sweeping effect which looks cool and it is almost impossible for other players to survive. For best performance you should also have a long burn time.

Trick 5: "Stop 'em dead"

This trick is more practical than anything, it is not really impressive at all. Just pick up a stop power-up then follow that up with a drop all power-up. The result is that all players (except yourself of course) die from the blast of their own bombs. As I said, not very impressive. You must make sure that you pick up the drop all power-up almost immediately after the stop power-up otherwise the effect of the stop power-up may wear off before the bombs explode.

Trick 6: "Dot to dot"

This is another of my favourites. You need a long flamelength and nothing else. Simply run around the map dropping bombs at some distance from each other. Make sure that the blast of each bomb will set off the next bomb, then make sure you are out of the way and wait for the first bomb to go off. Some players get caught out by this one others don't, but it looks nice if nothing else ;).

Trick 7: "Knight, Knight"

This trick is quite difficult to pull off (unless you happen to be Ingo, who seems to be able to pull this one off almost every time). Look for a player who has dropped a bomb and is waiting for it to go off. If they are stood at a diagonal to the bomb then wait until just before their bomb blows (listen to the bomb tick sound effect) and place a bomb next to the player and get out of the way. The result is that when their bomb goes off so does yours and they don't have time to run away. A long flame length helps a lot too.

Trick 8: "Aloha, I am GOD"

This trick isn't really a trick, but it does make you sort of invincible for a short while. All you need is to get some shields, a laser, max flamelength, long burn time, max bombs and fartgas, then just chase the other players around while laying bombs, eventually you'll kill someone. While you're having fun laying bombs all over the place keep an eye on your shields, if they run out and you've just dropped a whole load of bombs and you have nowhere to hide, you're basically bugged.

Trick 9: "Nowhere to run, nowhere to hide, time to commit suicide"

If someone comes at you with a laser and you don't have the speed to outrun them, wait until there are no more blocks between you and the

laser then lay a bomb, if you flamelength is long enough they will set off the bomb, you will die and so will they. If you and the laser dude were the only players left, then no one wins and no one loses.

Trick 10: "Killin' all the birds with one stone"

For this trick you need to find a transport all power up that is surrounded by three blocks. Go pick up the power up, and then lay a bomb next to where the transport all power up was so that you close off the three blocks leaving a gap in the middle. All the other players get transported into this gap and are killed by the explosion.

Trick 11: "Killin' all the birds with more than one stone"

This trick uses the same principles as trick 10 but works a little different. For this trick you need maximum flame length and maximum bombs (it can be done with only a few bombs if your fuse length is short enough). All you have to do is run at a transport all power-up while dropping bombs behind you and try to get an equal number of bombs on each side of the transport all power up. When you pick up the transport all power up, all players are transported and are stood in front of a load of bombs that will explode quite soon.

This trick is a little harder to pull off than trick ten, but is a little more impressive.

## 1.12 Running the Server: Starting DServer

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S T A R T I N G   D S E R V E R            | | |

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DServer can be started from the shell/cli or Workbench and supports the following cli arguments/tooltypes:

PORT

You can specify which port the server listens for connections on with this option. The default port is 6318.

TASKPRI

This option lets you set the task priority of DServer. This may make the server perform better on slower systems.

PROXY

If your ISP requires you to use a proxy server, you can set the proxy server with this option.

PROXYPORT

Set the port of the proxy server using this option.

NOMAPS

This switch forces DServer not to scan the dynAMite/Maps directory, which is not really all that useful. It is mainly used for testing. The only map which will be available will be the "Standard" map.

FORCEENG

---

This switch forces DServer to use the built-in english strings instead of loading the catalog for the language you are using.

#### TESTMAPS

When enabled this switch makes DServer only scan the dynAMite/Maps/.test directory for maps.

## 1.13 Running the Server: DServer's main window

---

D S E R V E R ' S   M A I N   W I N D O W                    | | |

---

Once you have the server up and running you will see a window 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 for example a player lost the connection but is still logged in and blocks a slot.

Below the list there are two sliders. The first slider is used to set the maximum number of connections/players DServer will accept. If you have ISDN or slower, a good value for this is 4. The second slider allows you to limit the number of observers DServer will accept.

If you tick the "List Server" checkmark, your server will be listed in the GSL (Global Server List) at <http://server.amigazeux.net>. This list shows the you how many servers are currently online, how many players each server accepts and of course the host name/IP address.

The "Start Battle" button starts a new battle, and the "Stop Battle" button will stop the battle and tell all clients to abort the battle and return to the login screen.

#### The Maps Window

The "Maps" button at the bottom of the DServer window opens the maps window which contains a list of all available maps. Below the map list there are some buttons. The "Rescan Maps" button will rescan the maps directory. The "Random Map" checkmark will make the server select a random map for each game. The "Mirror Maps Randomly" checkmark will make the server rotate the map. The "Hide PowerUps" button will make all powerups appear as question marks.

On the right side of the maps window is a list which gives a preview of the currently selected map.

#### The High Score window

The "Users" button at the bottom of the DServer window opens the highscore window which contains a list of players that have played on your server and the scores for each player. The string gadget at the top of the window can be used to search for a specific player, just type the name of the player and press the search button and if the player is found, that player's entry in the list will be selected. The "Delete" button will delete the selected entry from the list, the "Clear Password" button does exactly what it says and the "Change Password" button opens a window that lets you change the password of the selected player. The "Save Users" button will save the list.

---

The Game Monitor window

The "GM" button at the bottom of the DServer window opens the game monitor window which shows a miniature map so you to monitor a game in progress.

The Chat window

The "Chat" button at the bottom of the DServer window opens the server chat window, where you can chat to the players on your server. Note that the commands that can be used in the dynAMite chat window cannot be used here.

The Server Status window

The "Status" button at the bottom of the DServer window opens the server status window which shows you a list of events that have occurred since you started DServer.

## 1.14 Running the Server: Server settings

---

S E R V E R   S E T T I N G S                    | | |  
-----

The server settings can be accessed by selecting the settings menu item from the settings menu. When the settings window opens you will see three pages of settings.

    Connection Details

    CPU Players

    Server Events

## 1.15 Running the Server: Server settings - Connection Details

---

C O N N E C T I O N   D E T A I L S                    | | |  
-----

This page of settings contains important details about your server.

Servername

    You should enter the name of your server here.

Sysopname

    This should contain your name. It is also possible to enter any other name here, but who wants to confuse the players?

---

#### Serverhost

You should enter the host name of your server here. If you do not have a static host name, you should use a dynamic DNS service, so that players will be able to use this host name to connect. If you leave this gadget empty, DServer will take the IP as the host name which is handy if you don't have a static host name and you are not using a dynamic DNS service.

#### Server IP

If you have a static IP, you should set the cycle-gadget to static and enter your static IP address in the string gadget. If you have a dynamic IP address, set the cycle-gadget to dynamic and leave the string gadget empty.

#### Location

You should enter the physical location of your server here so that the players have some clue where the server is located, for example: "Hamburg / Germany" or "London / UK".

#### Upstream Speed

You should set this to a value which matches your upstream connection speed, if none of the values in the cycle-gadget match, set the cycle-gadget to "other" and enter your upstream speed in the string gadget.

#### Downstream Speed

You should set this to a value which matches your downstream connection speed, if none of the values in the cycle-gadget match, set the cycle-gadget to "other" and enter your downstream speed in the string gadget.

#### Allow UDP for connections

Tick this checkmark and players will be able to connect to your server using UDP. UDP is somewhat faster than TCP/IP for a fast game like dynAMItE, but it is also unreliable and need slightly more bandwidth.

#### Pingwatch

This slider sets the pingwatch value. Pingwatch is meant for those times when someone is lagging heavily and it spoils the game for everyone else. Pingwatch is active all the time and cannot be turned off.

It works as follows: The server will calculate every two minutes and automatically average the pings of all (except the player to check) players, add them together and divide them by the total number of players. This is the average ping of all players (apoap), Any player who lags for longer than apoap + pingwatch will be kicked from the server. If that player rejoins the server and still lags too much (s)he will be kicked again.

A good value for ping watch is 2 seconds, it will keep game more playable.

## 1.16 Running the Server: Server settings - CPU Players

---

---

C P U   P L A Y E R S                    | | |

---

On this settings page you can set up any CPU players you want to have on your server.

#### Initial CPU Players

This slider sets the number of cpu players that are automatically logged in when the server is started.

#### Maximum CPU Players

This slider sets the maximum number of CPU players that can be loaded with the /loadbot command. Note that you should play around with these sliders otherwise you may find the CPU players causing lag if you have too many.

#### CPU Player Names

The 8 string gadgets at the bottom of the page let you set the names of the bots. The string gadgets on the left represent slots 1, 3, 5 and 7. The string gadgets on the right represent slots 2, 4, 6 and 8.

## 1.17 Running the Server: Server settings - Events

---

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

---

DServer is able to execute commands when certain events occur. This can be used to output a notify to some chat window (IRC for example) if a user logs on to your server.

The events should be pretty much self explanatory. Note that when DServer launches an ARexx script it will prefix "rx" to the script name and will launch the script synchronously to the server task.

When a shell command is launched it is launched Asynchronously.

## 1.18 Running the Server: ARexx Port

---

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

---

DServer offers a small ARexx port that provides you with commands to get some information on the current state of the server. For example you can read the highscore data from the server and create a html page of the high scores semi-automatically.

#### GETSLOT NUM/N

If you don't pass the NUM argument this command will return the number of slots available on the server.

---

If you do pass NUM this command will return some data about the slot number passed in. The returned data is a string in the following format:

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

This command returns OUTFRANGE if NUM is not between 1 and the maximum number of slots available.

This command returns EMPTY if no one is logged on.

GETSCORE NUM/N

If you don't pass NUM you will get the total number of players in the high score table. Passing NUM will return a string in this format:

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

This command returns OUTFRANGE if NUM is not between 1 and the number of entries in the high score table.

SERVERNAME

This command returns the name of the server.

SYSOPNAME

This command returns the name of the sysop.

HOSTNAME

Returns the host name of the server.

LOCATION

Returns the location string of the server.

MAPS

Returns the number of maps the server has.

MAPNAME

Returns the name of the map currently being played.

VERSION

Returns the version number of the server as a string, for example:  
60.75 (01.07.02)

UPTIME SECS/S

This command returns a string containing the uptime of DServer. If the SECS argument is passed, this command will return the number of seconds DServer has been running.

## 1.19 Running the Server: Message of the day

---

S E R V E R   M O T D           | | |

---

-----

It is possible for DServer to display a MOTD (Message of the day) to the user during login. To do this, load up your favourite text editor and type your message of the day and save it in the dynAMite directory as tgwnn.motd

## 1.20 Running the Server: DServer Tutorial

---

D S E R V E R   T U T O R I A L                    | | |

---

This article was written by Craig Hercules Daines and contains some handy hints on setting up DServer. Part of this article describes setting up a dynamic DNS account with dhs.org, however, there are other dynamic DNS services available. Here is the article:

In this article, I shall be discussing how you can set up your own DynAMite server. For UK players, I have setup a United Kingdom server to allow UK players to log in and join in with the fun. You can find my server online usually between 8-9pm Daylight Saving Time (BST) at herc.23.2y.net. See you all there!

Setting up an account via dhs.org

In order to run the dynAMite DServer program to set up your own dynAMite server we first need to set up an account at <http://www.dhs.org> to assign your dynamic IP to a hostname for your server. You first need to sign up to the dhs.org to do this.

Go to <http://www.dhs.org>. Click on 'Signup' on dhs.org web page to take you to the sign-up section. You are required to enter your user id, name (not nickname!) and e-mail address. If you choose a name or user id that is already in use, try adding a number on the end, e.g. 230. Once you have filled out all boxes, click 'Signup'. You will need to agree to the terms and conditions once you have completed this. You should receive a confirmation mail which is sent straight from dhs.org to your e-mail address. Once you have completed this, you can then go to <http://members.dhs.org/nic/> (or click on login page) to log into your dhs.org account.

Logging into your dhs.org account and setting up

Log into your dhs.org account (you will be prompted to enter your user id and password). Once you are logged in we need to click on 'Host Maintenance - Add host'. This section allows you to add a host to your account. For hostname, select 'Dynamic' and click on 'next'. You will be taken to the next menu which is 'Host Maintenance - Add Static host'.

For domain name, change the cycle gadget to 2y.net. For hostname, choose the name of you wish to call your DynAMite server, e.g. MyDServer. This example will give your dynAMite server the name: MYDServer.2y.net.

For the IP box, you have to enter your IP. Your IP is different everytime you connected to the internet, and can be found within Miami (go to Miami --> Database --> Hosts) to find out your current IP and enter it into the IP box.

---



Leave the Mail Exchanger and Wildcards boxes blank. When you're done, click 'Add'. Your dhs.org account is now set up!.

Things to bear in mind when using dhs.org

- 1) You are only permitted to log into your dhs.org up to three times every 15 minutes. If you log into dhs.org MORE than three times your dhs.org account will be terminated, so be careful.
- 2) You can only have ONE dhs.org account per e-mail address.
- 3) You will need to follow section 'Setting up an account via dhs.org' EVERYTIME you use Miami to connect to the internet before you run DServer, and to check your dynamic IP has been remapped to your server's hostname by using MiamiResolve.

Setting up DServer

Firstly, I would like to mention that you ALWAYS need to go to <http://www.dhs.org> to remap your IP address to your dynAMite server's hostname (via dhs.org) EVERYTIME your server is started. Go to Miami --> Database --> Hosts and find out your dynamic IP there, and enter into dhs.org everytime you connected to the internet before running DServer!.

So bear in mind, everytime before you start DServer, you will need to do the following:

Go to <http://www.dhs.org>, click 'Login' which will take you to 'Host Maintenance' menu, where you should see the hostname for your server. Click on the button gadget next to the hostname of your account, and click 'Edit'. You will then be taken to the next screen to enter your dynamic IP (Find it out in Miami --> Database --> hosts). When your IP has been typed in the IP box you can click 'Update' and dhs.org will then remap your IP to your server's hostname.

It normally takes around 10-15 minutes before dhs.org has remapped your dynamic IP to your hostname. If you choose the name: MyDServer.2y.net for your hostname on <http://dhs.org>, you can check your dynamic IP has been remapped to your hostname by typing:-

```
Miami: MiamiResolve MyDServer.2y.net
```

This would for instance display:-

```
host: Hercules.2y.net
address list: 218-222-467-221
```

Check to see if the address list that MiamiResolve returns is the same as in Miami --> Database --> hosts. If it isn't, try checking again with MiamiResolve (again) as I've described above. Once the address list that MiamiResolve returns is the same one as in Miami --> Database --> Hosts, you will know your dynamic IP has been remapped to your hostname on dhs.org. Be patient though, it can take about 5-10 minutes for dhs.org to perform the update. Once MiamiResolve has confirmed that your dynamic IP has been changed to the same one in Miami --> Database --> Hosts (as I've described), you can fire up DServer and tick 'List Server' to place your dynAMite server online.

---

## Configuring DServer

The next step is to set up DServer, so run DServer by double click it (you'll find it in the dynAMite drawer).

- 1) Once DServer is run, if you are running a 56kbs modem, set Player Limit to: 4, Observer Limit to: 2. I would strongly recommend an '060 and high speed serial. My old '040 use to choke with 4 players and 2 observers 8-(
- 2) Open DServer preferences by choosing 'Settings' from the settings menu. This will open the dynAMite server settings. Follow the following example:-

For Sysop name, type your nickname, e.g. Hercules.

For Server name, type in the name you wish to call your server, e.g. Hercules' Dungeons.

For Server Location: choose the name of your country.

For Up/Downstream Connection Speed: Click on the cycle gadget opposite and select 56K modem (if your using a 56K modem).

Now click 'ok'.

## Greeting players as they log into your server

You can have a standard greeting MOTD text to greet dynAMite players as they log into your server. Load a text editor, and type something like:-

```
Hi. You are logged into UK dynAMite Server.  
Visit our website at: http://www.your-website-address.com
```

Save this example text file as tgwnn.motd (in dynAMite's drawer).

Right, providing you have checked with MiamiResolve that dhs.org has remapped to dynamic IP (as I've described earlier) and it matches the one in Miami --> Database --> Hosts. We can now click the 'List Server' tickbox in DServer. This will put your server online!

Try logging into your own server by doing the following:-

- 1) Run dynAMite.
- 2) Click 'Global Server List' button.
- 3) GSL server list appears. You should see your server listed.

Try connecting to your own server locally by clicking 'Connect'. If you are unable to connect using 'Connect' (only 'ConnectIP' works) then either you have not entered your IP correctly at dhs.org (it must be the same one as in Miami--> Database --> Hosts). In which case go to section 'Setting up DServer' (again) !

Or if you still cannot connect to your dynAMite server (only ConnectIP works)

---

this is because dhs.org has not remapped your dynamic IP to your servers hostname. Type: Miami: MiamiResolve MyDServer.2y.net (as an example) the host address MiamiResolve returns must be the same one as listed in Miami --> Database --> Hosts. Be patient if dhs.org hasn't updated the IP since it can take about 5-10 minutes sometimes! Just keep checking with MiamiResolve until IP listed in Miami --> Database --> hosts matches the same IP as MiamiResolve host address returns.

## 1.21 MapLab: Starting MapLab

---

S T A R T I N G   M A P L A B                    | | |

---

dynAMite MapLab is a small tool to help you create your own maps. It can be started from Workbench or the shell/cli and has no startup options.

## 1.22 MapLab: The Toolbar

---

T H E   T O O L B A R                    | | |

---

When you have started MapLab you will see a toolbar down the left-hand side of the window and the drawing area to the right. The buttons on the tool bar are as follows:

```
+-----+-----+
| Freehand | Line      |
+-----+-----+
| Box      | Filled Box |
+-----+-----+

+-----+-----+
| Rem Line | Rem Col   |
+-----+-----+
| Add Line | Add Col   |
+-----+-----+
| Copy Line| Copy Col  |
+-----+-----+

+-----+-----+
| Undo     | Redo     |
+-----+-----+
```

### Freehand

This tool will put a block down on the drawing area wherever you press the mouse button.

### Line

This tool will draw an unbroken straight line. Click where you want the line to start, drag the mouse to wherever you want the

---

line to end and press the left mouse button.

#### Box

This tool will draw a box. Click where you want the left/top of the box and drag the mouse to wherever you want the right/bottom of the box and click the left mouse button.

#### Filled Box

This tool works exactly the same as the box tool except it draws a filled box.

#### Rem Line

Clicking this button puts MapLab into "Line Removal" mode. When you click on a line in this mode, the whole line is removed and the rest of the map below the line being removed is shifted up one line. Pressing this button again will return MapLab to the normal drawing mode.

#### Rem Col

Clicking this button puts MapLab into "Column Removal" mode. When you click on a column in this mode, the whole column is removed and the part of the map to the right of the column is shifted left one column. Pressing this button again will return MapLab to the normal drawing mode.

#### Add Line

Clicking this button puts MapLab into "Line Insert" mode. When you click on a line in this mode, a new line is inserted before the one you clicked on. Pressing this button again will return MapLab to the normal drawing mode.

#### Add Col

Clicking this button puts MapLab into "Column Insert" mode. When you click on a column in this mode, a new column is inserted before the one you clicked on. Pressing this button again will return MapLab to the normal drawing mode.

#### Copy Line

Clicking this button puts MapLab into "Line Copy" mode. When you click on a line in this mode, a copy of the line is created and inserted before the line you clicked on. Pressing this button again will return MapLab to the normal drawing mode.

#### Copy Col

Clicking this button puts MapLab into "Column Copy" mode. When you click on a column in this mode, a copy of the column is created and inserted before the column you clicked on. Pressing this button again will return MapLab to the normal drawing mode.

#### Undo

This button will undo the last change you made.

#### Redo

This button will reverse the effect of the last undo.

---

## 1.23 MapLab: Map Properties

---

### M A P   P R O P E R T I E S           | | |

---

Each dynAMite map has various properties, such as who created the map, the number of bombs players get to start with. To set these properties you should click the "Properties" button at the bottom of the MapLab window.

Once the window is open, you will see the following gadgets:

#### Mapname

Here you should put the name of your map. When dynAMite tries to find a map requested by a player it uses pattern matching, so you must not include a hash '#' in your map name.

#### Creator

You should put your name here. MapLab will remember the name you put here and use it next time for your convenience.

#### Comment

You can put a small comment here. It can be up to 31 characters long.

#### HurryUp Timeout

dynAMite has a "hurry up" timeout, if the game has not ended after the timeout has ended, a little song is played and power-ups begin to randomly appear on the map. You can set this timeout (in seconds) here.

#### Mapname for/on JumpMap

If you put a JumpMap power-up on your map, you should select the map which will be used when a player picks up the JumpMap power-up. If you leave this blank and you have a JumpMap power-up on your map the map used will be randomly selected.

#### Speed

This sets the initial speed of the players.

#### Shield

If you want all players to have a shield when the game is started you should tick this checkmark.

#### Fuselength

This sets the initial flamelength for all players.

#### Laser

If you want all players to have a laser when the game is started you should tick this checkmark.

#### Player Bombs

This slider sets the initial number of bombs each player will have.

#### Player Kick Bombs

This slider sets the initial number of kickbombs each player will have.

#### Player Range

---

This slider sets the initial flamelength for each player.

The next two gadgets are used to control the properties of any bombs you place on the map:

Fuselength

This slider sets the fuselength of any initial bombs.

Bombrange

This slider sets the flamelength of any initial bombs on the map.

## 1.24 MapLab: Selecting Blocks

---

S E L E C T I N G   B L O C K S                    | | |

---

Obviously you will want your map to have more than just plain floor on it. So, you will need to select other blocks and power-ups to lay down on your map. You select blocks/power-ups from the "Block Selection Window" which can be accessed by clicking the "Blocks" button at the bottom of the MapLab window.

The block selection window is split into three sections. Section one contains all the different types of blocks:

From left to right, the blocks are:

Blank

This block can be used to erase parts of the map. Any blank blocks in your map will be converted to floor blocks when the map is saved.

Floor

This block is so that players have somewhere to walk ;).

Indestructible Block

This is just a solid block that cannot be destroyed.

Normal Block

Normal blocks can be destroyed by the blast of a bomb.

Bomb

This block is just an initial bomb.

Exploding Block

This kind of block will turn in to a bomb when it is destroyed.

Random Block

This kind of block may appear when the game starts or if not, it may appear when a player collects an add block power-up.

Two-hit Block

This kind of block needs to be hit by the blast of a bomb twice before it is destroyed.

---

The next section contains the power-ups, which are (from left to right):

Increase Flamelength

Increases the flamelength of a player.

Increase Bombs

Gives a player another bomb.

Max Flamelength

Gives a player full flamelength.

Max Bombs

Gives a player maximum bombs.

Add Block

Adds a block to the map at a random position.

Bombs 2 Blocks

Turns all non-map bombs into normal blocks

Drop All

Forces all players to drop a bomb.

BOOM

Makes all bombs explode.

Faster

Increases the speed of a player for a few seconds.

Slower

Decreases the speed of all players (except the player who collected it) for a few seconds.

Decrease Fuselength

Decreases the fuselength of a player.

Increase Fuselength

Increases the fuselength of all players (except the player who collected it).

Decrease Flamelength

The player who collects this steals one from the flamelength of all other players.

Swap Controls (Horizontal)

Swaps the controls horizontally of all players.

Decrease Bombs

The player who collects this steals one bomb from each of the other players.

No Drop

The player who collects this stops other players from dropping bombs.

Shield

This power-up prevents a player from getting hurt by lasers and bombs.

---

---

**Stop**

Stops all players moving for some seconds.

**Teleport**

Teleports a player to another position.

**Remote Bomb**

Lets a player move a bomb around while the player cannot move.

**Skull**

Player loses all extras and more.

**Kickbomb**

Special kind of bomb that can be kicked in the direction the player is facing.

**Laser**

Allows a player to play darth vader for some seconds.

**Swap Controls (Vertical)**

Swaps the controls vertically of all players.

**Magnet**

Pulls all players to a randomly selected border for some seconds.

**Pheonix**

Resurrects all dead players.

**Hurry Up**

Forces the Hurry Up timer to zero.

**Invisible**

Other players cannot see a player who collects this.

**Duell**

All players drop a remote bomb.

**Afterburner**

Make a player's bomb blast last longer.

**Flag**

Player who picks it up first wins.

**Teleport All**

Teleports all players to the the position of the player who collected it.

**Map Jump**

Causes a jump to the map you set in the map properties window or a random map if you did not set a map to jump to.

**Darkness**

The player who picks this one up gets nightvision. All other players get an almost black screen.

**Swap Positions**

---



All players will swap their positions.

Worm Hole

Teleports a player from one wormhole to another.

Fartgas

Increases the flatulence of a player by a factor of 100 ;)

New for dynAMite 2.1 are laser blocks, these blocks emit lasers. There are two types of laser block, the hidden type (laser appears when a block is destroyed and the visible type. For both types there are four new blocks (one for each direction. Please note that more than 6 - 8 lasers on a map will make that map almost unplayable on an 040/25.

Visible Laser Down

This is a visible laser block with the laser facing downward.

Visible Laser Right

This is a visible laser block with the laser facing right.

Visible Laser Left

This is a visible laser block with the laser facing left.

Visible Laser Up

This is a visible laser block with the laser facing up.

Hidden Laser Down

This is a hidden laser block with the laser facing downward.

Hidden Laser Right

This is a hidden laser block with the laser facing right.

Hidden Laser Left

This is a hidden laser block with the laser facing left.

Hidden Laser Up

This is a hidden laser block with the laser facing up.

The last section contains blocks that let you place each of the players. Note that if you want all players to start at the same place you can just place the first player and none of the others. Also, if you place player 1 and player 3, and you miss out player 2, then player 2 will start on the same block as player one and players 4 - 8 will start on the same block as player three.

## 1.25 MapLab: Selecting Blocks to Mask

---

S E L E C T I N G   B L O C K S   T O   M A S K                    | | |

---

When creating maps it is sometimes useful to have a mask or stencil which prevents you from drawing over certain blocks. You can set which blocks or power-ups you don't want to draw over using the mask window. This window is accessed by pressing the "Mask" button at the bottom of the MapLab window.

---

The mask window is similar to the blocks window and has all the same block and power-up buttons as the block window. Each of the block/power-up buttons are toggle buttons, when a button is pressed the block/power-up that the button represents you will no longer be able to draw over that block/power-up.

The three buttons at the bottom of the mask window let you invert the mask (i.e. all blocks/power-ups that are overwriteable become non-overwriteable and visa-versa, select all of the blocks as non-overwritable and clear the mask.

## 1.26 MapLab: The Drawing Area

---

T H E   D R A W I N G   A R E A                    | | |

---

The drawing area is where you place the blocks that make up your map. The mouse pointer gets a red box attached to it when over the drawing area which shows where a block will be placed when you press the mouse button.

## 1.27 MapLab: The Bomap MDK (Map Development Kit)

---

T H E   B O M A P   M D K                    | | |

---

This section of the manual describes the .bomap file format which dynAMite uses to store maps in. A bomap file is a simple ascii text file. The standard dynAMite map (which is built-in to DServer, and also happens to be called "Standard Map") is described below in the bomap format:

Standard Map

```
#####
#2 ++++ 7 ++++ 4#
# #++## # #++## #
#+++++++#+
# #++###+++## #
#5++++++#+6#
# #++###+++## #
#+++++++#+
# #++## # #++## #
#3 ++++ 8 ++++ 1#
#####
1,2,1,0,50,2,3,0,0,120->JUMP
dynAMite
Comment
-EOF-
```

A bomap file normally starts with the map title in the first line of the file. This line is optional and if it's not given, the mapname will be taken from the filename. Please make sure that a map title does not start with a # character. This is very important!

---

From the second line on the map description follows. The first line of the map description is used to compute the width of the whole map, so be careful to make this line as wide as the map is intended to be.

After the map description there are two optional lines. The first of this lines contains default values used for the map.

The second optional line can contain the creator of the map. If you don't pass default values but want the creator to be displayed, just leave the default values line empty.

After the last line of a map (creator) you can add comments or other stuff which seems important to you.

Here is a description of the default values line of the above example:

```
1,2,1,0,50,2,3,0,0,120->JUMP
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
| | | | | | | | | | | | |
| | | | | | | | | | | + Name of map to jump on MAPJUMP, empty=random map
| | | | | | | | | | |
| | | | | | | | | | | + HurryUp timeout
| | | | | | | | | | |
| | | | | | | | | | | + Laser active
| | | | | | | | | | |
| | | | | | | | | | | + Number of kickbombs
| | | | | | | | | | |
| | | | | | | | | | | + Fuselength of player (1,2,3,4,5)
| | | | | | | | | | |
| | | | | | | | | | | + Range for preset bombs in the map ("*" type blocks)
| | | | | | | | | | |
| | | | | | | | | | | + Fuselength for preset bombs in the map ("*" type blocks)
| | | | | | | | | | |
| | | | + Initial shield (0 = Shield off, 1 = Shield on)
| | | |
| | | | + Initial speed (0 = Slow, 1 = Normal, 2 = Fast)
| | | |
| | | | + Initial range (max 15)
| | | |
+ Initial bombs (max. 8)
```

### Block Types

```
"1" = Player1
"2" = Player2
"3" = Player3
"4" = Player4
"5" = Player5
"6" = Player6
"7" = Player7
"8" = Player8
"+" = Random Block
"# " = Hard Block
"=" = Destroyable Block
"*" = Bomb
"@ " = Block which becomes a bomb if it explodes
```

---

"¶" = Block needs to hit twice  
" " = Empty field

#### Power-ups

"E" = Expand Flame  
"A" = Add Bomb  
"F" = Flame Max  
"B" = Bomb Max  
"W" = Random Wall  
"O" = Bombs 2 Blocks  
"D" = Drop Bomb  
"e" = Explode All  
">" = Faster  
"<" = Slower  
"s" = Shorter Fuse  
"l" = Longer Fuse  
"f" = Shorter Flame  
"L" = Swap Controls R/L  
"R" = Swap Controls U/D  
"d" = Fewer Bombs  
"N" = No Drop  
"P" = Shield  
"S" = Stop  
"T" = Teleport  
"r" = Remote Bomb  
"X" = Back 2 Basic  
"K" = Kickbomb  
"!" = Lightsaber  
"M" = Magnet  
"\$" = Phoenix  
"&" = Hurryup  
"I" = Invisible  
"a" = Duell  
"b" = Afterburner  
"0" = Flag  
"j" = Map Jump  
"t" = Teleport All  
"x" = Darkness  
"p" = Swap Positions  
"V" = Block Teleport  
"g" = Fart  
"c" = Laser Right  
"i" = Laser Up  
"j" = Laser Left  
"y" = Laser Down  
"C" = Destroyable Laser Right  
"U" = Destroyable Laser Up  
"q" = Destroyable Laser Left  
"Y" = Destroyable Laser Down

Maps can be from 6x6 to 30x30 blocks in size.

Common mapsize is 17 x 11 blocks which fits on 320x256 screens without scrolling.

---

## 1.28 MapLab: AxE's Totally Non Comprehensive Map Guide

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M A P   G U I D E   B Y   A X E                   | | |

---

Here are a few hints 'n' tips from AxE on map making (and believe me when i say he knows what he's talking about, he's created about 250 maps in total). I unofficially name this guide: "The Tree Chopping Hitchhikers Guide To The Galaxy Of Map Making" ;). Ok, enough messing around, here it is:

### The Totally Non Comprehensive Map Guide

- (1. Try to make it possible to destroy all normal blocks (i.e don't enclose blocks within solid walls as this will make the map unable to generate a "hurry up" power-up. This is not so much a problem with lots of power-ups already in a map but is on bare levels especially when players only have short flame and can't kill others until more power-ups are collected.
- (2. try to resist the temptation to bunch hundreds of the same power-up together as besides not looking very well thought out, it creates an imbalance in sections of the map. Try to alternate between power-ups to give that added touch of class or overlay more useful power-ups over a bed of less usefull power-ups (e.g "OS 4.0 GUI" by Linchpin)
- (3. Try to incorporate obstacles and challenges in your map. Think about how the map you are working on will be played, will it just involve banging away at the blocks until a useful power-up is found or provide some entertaining puzzles, or ingenious traps.
- (4. MAKE SURE that people can survive past the first few seconds, as nobody likes instant death. This can be easily overlooked as the length of the initial bomb flame could be miscalculated or fuse length could be too short. If your start position requires a little time to figure out increase the fuse length to make people feel they at least had a chance (e.g "imprisoned" & "survive" by iti).
- (5. Test your map before you upload it. This is always a good idea to iron out any quirks that are present (i.e adding teleports to enclosed solid block areas to enable people to get out, or finding that if you start the map with a laser you end up all dying).

## 1.29 MapLab: Uploading Maps

---

U P L O A D I N G   M A P S                   | | |

---

When you have created your maps you need to upload them to the vault. To do this pack them up using LhA or LZX and send them as an email attachment to [dynamaps@amisource.de](mailto:dynamaps@amisource.de)

---

Once they are in the vault, all servers will have them in a few days.

## 1.30 Other Zeux: Creating your own Style

---

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

---

The format that dynAMite uses for styles has changed in version 2.1. Each style now has its own directory in the dynAMite/Styles directory. In this directory there are multiple files which contain different parts of the style. To make this a little easier to understand i will explain how the default style "dynAMite" is stored.

In the dynAMite/Styles directory you will find a directory named dynAMite. This directory contains the files for the standard dynAMite style. The list below describes what part of the style each file should contain and the name the file must have.

blocks.gfx

Contains the graphics for the different kinds of blocks  
(normal block, two-hit block, floor, etc...)

bombs.gfx

Contains the graphics for bombs, kickbombs and remote bombs.

colors.gfx

Contains the colors for each player that are used for text in the chat window.

countdown.gfx

Contains the graphics used for the countdown at the start of a game and the "Hurry Up" graphics.

explosion.gfx

Contains the graphics for the different explosions.

misc.gfx

Contains the graphics that are used at the top of the game window (speedometer, player status icons, etc...)

player1.gfx - player8.gfx

These files contain the graphics for each of the players.

powerups.gfx

Contains the graphics for all the power-ups.

sprites.gfx

Contains the graphics for the different sprites (laser, angel, magnet, etc...)

teleport.gfx

Contains the mask for the teleport graphics.

---

windowborder.gfx

Contains the graphics for the login/game window borders.

The .msk and .otl files that accompany some of the .gfx files are used for sheilds/fartgas and other things.

If you do decide to create your own style, please use the default "dynAMItE" style as a reference.

## 1.31 Other Zeux: Tweaking dynAMItE

---

T W E A K I N G   d y n A M I t e                    | | |

---

This section of the guide was written by Batman and contains notes on tweaking dynAMItE, DServer and Amigas in general, as well as some hints for AGA users.

You all know, lags spoil the game, especially in dynAMItE.

Q.: "Who is responsible?"

Well, many things. For example: The net, the number of hops (doing a "traceroute" from your client to the server reveals it), the way dynAMItE works, the server's cpu, the server machine being used for other things simultaneously, the performance and stability of the client, etc... As of dynAMItE 1.7, a new feature, called "pingwatch" was introduced to the server side. Depending on the heart of the sysop, and his courage to set pingwatch to a working value, "2", for example, this will kick out players that lag too much. Yeah, finally it is possible, and hopefully it will prevent some games from being quit-killed, and make games a bit more enjoyable.

Q.: "So I better take care, what can I do about lag?"

Well, unfortunately that's complicated, and largely depends on you. Settings and performance of your system can still be improved sometimes, the net can't. Although one may change to a faster ISP.

So these are my suggestions:

Servers

Short correspondence yesterday, with the sysop of "Humppa", revealed that his 040-25-server overloads CPU at 7 players, maybe already with 6.

So as a sysop take care your server can handle the maximum allowed player count, not just by upstream, but also by CPU power.

Use a CPU load display tool. 100% peaks will cause lag. Also pingwatch can indicate overload. For example, if people get thrown out by pingwatch with many players, it may be your server is overloaded. In such a case it is better to not alter the pingwatch value, but the maximum allowed player and observer count -first-.

---

Of course, if you have to use your server for other things, while games are served, it would be kind to set the servers priority to "1" or "2". Also one can install "Executive", and set the server to "static priority 1". Above suggestions won't prevent all lag, but better than nothing.

A short note on server hardware: A "real" server needs more than 64kbit upstream (i.e. ISDNx2, DSL, Cable or a university network). A good network access behind your personal access. And a CPU of 040/33 or 040/40, as it seems to have turned out.

#### Clients & General

If all other players lag for you, you lag for them. And you are quite likely the one spoiling a game. Such happens mostly with poor or too long distance lines in the net. It's unpleasant, but often it's better to leave a server/game instead of spoiling it. Organize someone to set up a server in your own country, if the lines to other countries are always too long/bad. For people not caring about that, or being unaware, pingwatch is meant to be the tool of choice (Payback ;/).

There are many players with 040-25/PPC. They -have- to take care of reducing lag, the CPU is too weak. "PPC version?" Not possible.

Some possible measures for all users and sysops, if not applied already:

- o Moving exec base to Fastmem ("Fastexec", "Blizkick", etc.) (rating: quite important)
- o Moving SSP to fastmem (rating: most important)
- o Using a good CopyMemQuick() patch. Copymemquicker 2.8 from Aminet for 020/030, and NewCopymemquicker060 by Harry Piru Sintonen for 040-60.

!Some 040 users have to read the manual for NewCMQ060 carefully, since there may be an obstacle.!

MCP CMQ is a tad slower imho, so ditch it. (rating: important)

- o Moving the vector base register "vbr" to fastmem (easily done, slight gain=important)
- o Moving the ROM to fastmem (what, you haven't yet?, important)
- o Priorities with Executive:  
Miami\* static/nonschedule, Amarquee\* static/nonschedule,  
dynamite\* static/nonschedule

#### AHI/Sound in dynAMite

- Choosing the right AHI mode is up to you.

- Channel tooltype (channels=n):  
Despite Gelb's assumption, it seems reducing the channel count from the default twelve channels is quite ok, rather a gain in volume and dynamics. Try eight channels. I did not notice any sample loss with that.



- Mixing rates above 27kHz seem to be of no use.
- Disabling sound, if you dare, gives a significant relief/boost.
- Removing the explosion sample seems to relieve the CPU as well.

#### Networking

##### o The MTU size:

-----

Setting the MTU size to 576 bytes instead of 1500 or 1492 (PPoE), either permanently or just for your dynAMite session, will have some effects, as there are:

- Faster transfer of the packets by each hop. But also more packets to be sent.
- Avoidance of split packets, in case the route contains one or more routers that work with 576 bytes MTU size
- Maybe less packet loss with error-prone modem connections. That's why default settings for modems always use "cowardly" 576 bytes
- reduced transfer speed of large files, due to the increased packet count

Well, with minor data rates, as in dynAMite, and maybe strange routes, responsiveness may improve.

It's up to you if you try this, the outcome depends on the type of application.

##### o VJC (van Jacobsen "compression"):

-----

Should be switched on usually. It's not a compression, but a "storing and then stripping" of unnecessary header data.

T1 (and maybe DSL/Cable, too): I saw recommendations to switch it off.

##### o Data compression via TCP/IP-stack:

-----

Switch it off. It's just another strain on the old 68k CPU, therefore useless on a loaded CPU ["loaded CPU"=040-25], and useless with V.42bis modem connections.

##### o Strange connections:

-----

Usually, in each pair of players, they lag to each other rather equally ("laaag" screamers: read that twice).

But, some dynamite players (especially someone nicked "L...") seem to see all that the opponents do in time, while they themselves lag considerably. Whatever is the reason, in case of this phenomenon the lagger should consider fixing this.

##### o Serial interfaces:

-----

- Built in hardware:

Use either Miami's built-in device, Or New8n1.dcevice, with EOF mode turned -off-. Make sure the bitrate works flawless, (i.e. is not set too high).

Btw, the possible bitrate does -not- depend on the CPU's speed with 020+&fastmem. That's a misinterpretation. Many A1200s are flawed (all AT ones?), and will work with 57.600 only, higher settings will slow down everything due to transfer errors.

- Custom hardware (Hypercom etc.):

Good. Less interrupts.

AGA Users

Well, AGA is slow. But extensive system patching can help -a lot-, without noticable additional instability.

o AGA screens:

-----

- All should know, high scan rates and "high" depths slow down. So be fair, if it's slow, and it usually is, don't use 7bit depths, but 6bit.

- Also avoid 30khz screens, and unnecessary high resolutions, if available at all. Btw, dynAMite can be set to run on an own screen instead of WB via MUI's Public Screen Inspector tool (PSI). Have a look at "pathetic drivers" on aminet. If you manage to get Fblit & Fscreen running good, you may "upgrade" your dynAMite screen to 512x384, 7bit and 91Hz by using a mode of that package.

o AGA & pure 68k:

-----

- "FBlit" is a tool of choice.

- Additional install "Ftext",

- and!! "BlazeWCP", a must!

- Finally, "Fscreen" 0.21+ quite likely will increase performance. Though it's beta, it already works and seemingly gives quite a boost with 30khz scan rates and higher screen depths here (maybe MMU required). If you don't know a source for Fscreen, go to #AmigaZeux.

o AGA with PPC (what??):

-----

It may be that the abandoned outdated CyberGraphics with AGA support will run faster than Fblit on the 68k side. You will have to test it.

## 1.32 Other Zeux: F.A.K.K

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F . A . K . K                    | | |

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## Formerly Answered Keen Kwestions

Q: Graphics won't be updated during gameplay

A: 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 WritePixelFormat() function.

Q: Slow Graphics even on an 060 using AGA/ECS

A: 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 graphics output by a factor of 10 to 20.

Q: System crashes when I click the Battle button

A: If you're using CGX, make sure you have switched off the FORCECHUNKY tooltype in the CyberGraphX-Commodity. If it is turned on, it may cause a crash!

Q: Global Server List can't be received/Server can't be added to GSL

A: If you constantly get errors when trying to receive the Global Server List from dynAMite or when enabling the List Server checkmark in DServer, this could be because your ISP requires you to use a proxy server for HTTP connections. In order to get dynAMite and the DServer working with proxy hosts 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

```
Starting dynAMite
and
Starting DServer
sections.
```

Q: No audio despite AHI being set up correctly

A: dynAMite uses the library mode of AHI which prevents other programs from using AHI for audio output. If you already have a program running using AHI, quit it and you will be able to hear sound in dynAMite. If you are using a DMA audiomode, please make sure to use the latest version of AHI. AHI V5.16 has broken DMA audio.

Q: A4000D is recognised as an A4000T if X-Surf ethernet card is installed

A: Although this is not entirely related to dynAMite, here is a hint how to get your "faked" A4kT recognized as A4kD again. Simply remove XSurfIDE from your sys:expansion/ drawer and you will have back your A4kD. Probably it is because XSurfIDE adds a 2ndscsi.device to your system and so confuses identify.library.

## 1.33 Other Zeux: Support

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S U P P O R T | | |

---

If you have any questions about dynAMite, DServer or MapLab, you can get in

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touch with the dynAMite team at the #AmigaZeux IRC channel by connecting to zeux.amigazeux.de or irc.amigazeux.de on port 6667.

If you have any questions about this manual please do not hesitate to contact me. I can usually be found on #AmigaZeux, or you can email me at:

davar@arbuthnot.datanet.co.uk

Another place to get info about dynAMite is from the dynAMite website at:

<http://amisource.de/dynamite/>

## 1.34 Other Zeux: Credits

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C R E D I T S                    | | |

---

Many people have helped make dynAMite what it has become today, these people are listed here.

Programming and Direction

Matthias UltraGelb Böcker

PHP, SQL and HTML Programming and Direction

Torsten ToDi Ketelsen

Key Production Coordinator

Matthias UltraGelb Böcker

Assistant Production Coordinators

Torsten ToDi Ketelsen

Ingo Ingo Musquinier

Falk Moneyless Lüke

Additional Programming and Visual Effects

Peter Mr Tickle Gordon

Additional Programming and Technical Consultant

Herr Ilkka iti von Lehtoranta

---

---

Artificial Intelligence Programming

Herr Ilkka iti von Lehtoranta

Harry Piru Sintonen

Documentation Supervisor

David Davar Arbuthnot

Map Direction

Falk Moneyless Lüke

Map Department

Falk Moneyless Lüke

Torsten ToDi Ketelsen

Matthias UltraGelb Böcker

Ingo Ingo Musquinier

Frank eisblock Rost

Frank Jokey Briand

Mark AxE Ricketts

Keith KOrky Speller

Joar Im}be Berntsen

Linch Linchpin Pin

Thomas roskakori Agalssinger

Michael Batman L.

Jools ExoBuZz Smyth

Peter Mr Tickle Gordon

Fabio Amigal Trotta

Sylvio MangaClub Kurze

Dennis Deftone Paulisch

Art Direction

Sebastian Sebel Beloch

---

## Costume and Set Design

Sebastian Sebel Beloch  
Ibrahim CapN^HIT Tasova  
Sylvio MangaClub Kurze  
Carsten Jinx Berger  
Michael Batman L.  
Klaus Spettro Licha  
Matthias UltraGelb Böcker  
Oliver BJ Tacke  
Thomas roskakori Agalssinger  
Luca Hexaae Longone

## Sound FX Direction

Michael L. AKA Batman

## Sound Effects

Michael Batman L.  
Ingo Ingo Musquinier  
Matthias UltraGelb Böcker  
Frank Jokey Briand

## Betatest Coordinator and Casting

Torsten ToDi Ketelsen

## Betatest Department

Mark AxE Ricketts  
Torsten ToDi Ketelsen  
Kenny KennyR Richardson  
David Davar Arbuthnot  
Craig Hercules Daines

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Antione MAD Durand  
Ingo Ingo Musquinier  
Ibrahim CapN^HIT Tasova  
Frank eisblock Rost  
Tristan TriMa Mangold  
Matthew Mad-Matt Thompson  
Daniel AC-Fox Bindel  
Terry mafutha Fry  
Sebastian Sebel Beloch  
Michael L. AKA Batman  
Dennis Deftone Paulisch  
Joachim Joooch Nink  
Matthias DJBase Münch  
Peter Mr Tickle Gordon  
Klaus Spettro Licha  
Markus Brisko Pöllmann  
Fabio Amigal Trotter  
Falk Moneyless Lüke  
Sylvio MangaClub Kurze  
Hans MazzelSID Wezenberg  
Roland snuffi Tschirner  
Luca Hexaae Longone  
Markus The\_ChEmIcAl Herbert  
Sascha Lizard Glade  
Andre Picard\_28 Franke  
Jools exoBuZz Smyth  
Jochen Gilead Becher  
Andreas tRiOn Röhr

---

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Markus yelworC Pflaumbaum  
Phillip pepto Timmermann  
Stefan Stefan1200 Martens  
Frank Jokey Briand  
Carsten Jinx Berger  
Marco MrMarco Frischkorn  
Markus Saint Castro  
Maik Twister Pönitzsch  
Rüdiger Granada Engel  
Christopher Treibholz Nelling  
Matti Tundrah Tiainen  
Teemu Wizer Kärkkäinen  
Erik Cubique Dörnbach  
Benjamin Apollo Kaulfuss  
Mario Peking Pegen  
Gerrit EBL Timmermann  
Heiko Ernest Ernest  
Ronny Westbam Schimke  
Mika Hanhijärvi  
Herr Ilkka iti von Lehtoranta  
Corsake  
Djole  
Amiga-SKY  
JoNty-  
Tripper  
plouf  
aNTibike  
Slaughtermachine  
dB

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HAK

Wavemaker

Jagge

slap^

Spellchecking and Proofreading

Mark AxE Ricketts

AGA Quality Control

Phillip pepto Timmermann

Best Boy

Torsten ToDi Ketelsen

Supervising Floor Propman

Jools ExoBuZz Smyth

Driving Boy

Ingo Ingo Musquinier

## 1.35 Other Zeux: The History of dynAMite

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T H E   H I S T O R Y   O F   d y n A M I t e   | | |

---

If you ever wondered what dynAMite was like in the past, or you are some sort of compulsive history file reader, then here is the history of dynAMite.

dynAMite's History: v2.0 CD

dynAMite's History: v2.0

dynAMite's History: v1.9

dynAMite's History: v1.8

dynAMite's History: v1.7a

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dynAMItE's History: v1.7  
 dynAMItE's History: v1.6  
 dynAMItE's History: v1.5  
 dynAMItE's History: v1.4  
 dynAMItE's History: v1.3a  
 dynAMItE's History: v1.3  
 dynAMItE's History: v1.2  
 dynAMItE's History: v1.1  
 dynAMItE's History: v1.0

### 1.36 Other Zeux: dynAMItE's History (v2.0 CD)

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d y n A M I t e ' s   H I S T O R Y ( v 2 . 0   C D )                    | | |

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13.05.2000 V2.0 CD

- o Duell did not work for other bots if one bot picked up duell item. Fixed.
- o String in chat window couldn't be edited anymore since v2.0. Fixed.
- o Removed workaround for amarquee.library V53.
- o Requires amarquee.library V54 now.
- o The player who picks up darkness item will see the playfield through some kind of nightvision.
- o Darkness isn't so dark anymore (re darkness sucks).
- o Sped up pen allocation a bit.
- o Fixed a bug when deallocating pens for halfbright dynamite-logo.
- o Fixed a possible enforcerhit while teleporting.
- o Did some more asm optimizations (sprite funcs).

### 1.37 Other Zeux: dynAMItE's History (v2.0)

---

d y n A M I t e ' s   H I S T O R Y ( v 2 . 0 )                    | | |

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-----  
30.04.2002 V2.0

- o Artificial intelligence made by Ilkka "iti" Lehtoranta has received a complete overhaul resulting in AI2.0
  - o Client will now close the connection to the server if it hasn't received a ping for 30 seconds.
  - o Added a check for mapjump pickup to prevent maps being played over and over again.
  - o Fixed a bug when deallocating bubbles after they have been used.
  - o Bots running on the server are now able to do bubbles too.
  - o GSL now displays number of bots.
  - o Added a workaround for amarquee v53 session ip bug. Now gets the hostname of the session, could break clone detection in some rare cases.
  - o Fixed a serious bug which caused the game to never end when someone died exactly when hurryup mode was activated.
  - o Slightly changed Teleport-All powerup. Instead of teleporting every player to a random position, players will now be teleported to the position of the player who picked up this item.
  - o Fixed a bug where kick/remotebombs caused invisible blocks.
  - o Bots are now able to kill themselves.
  - o Keymappings are saved now.
  - o DServer will now stop a game if no human player is participating in it.
  - o Initial bombs will no longer turn into blocks if a player picks up a bombs2block bonus. This was changed back to old way because several maps are created to use this behaviour and didn't work that well with the new behaviour.
  - o DServer never closed Amarquee sessions since 1.9. Fixed.
  - o Added new powerup for now missing flashbombs -> darkness.
  - o Flashbombs have been removed because of lack of actual usefulness.
  - o If DServer was listed in GSL and it was quit, it was very possible httpstask simply stalled because of synchronous message communication with DServer (DServer didn't check msgport while waiting for httpstask to quit)
  - o You could drop as many flashbombs as you wanted. Fixed. Obsolete bugfix, see above.
  - o It's now possible to set maximum number of CPU players in DServer.
-

- o Increased threshold of flood detection a bit to make it possible to kick 8 bots in a row :)
- o DServer now displays the local ip in the status window on startup.
- o Recompiled again with AmigaE 3.3a because of some unexpected problems.

## 1.38 Other Zeux: dynAMItE's History (v1.9)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 9 )   |   |   |

---

31.12.2001 V1.9

- o It's now possible to reconfigure some of the keys dynAMItE uses.
  - o Style and sample requesters are now opened on the same screen dynAMItE is running on.
  - o Added search function to highscore/userlist of the server.
  - o Recompiled with CreativeE 2.12.3
  - o Sysopname is now also considered for nicknamecompletion on tab in client.
  - o Fixed a silly bug which occurred after pressing "Abort" in the mapscan window. Once pressed, no mapscanning or GSL updating was done anymore.
  - o Current style and current sample set is now displayed in screen title if dynAMItE window is active.
  - o added 3 new samples: flashbomb.snd - used for the actual pup  
flashexplosion.snd - guess  
flashdrop.snd - guess
  - o Added flash bombs. These bombs aren't deadly, but they will make you kind of blind for a few seconds, because they spread a very intense light.
  - o Server chat now also displays the time in the listview.
  - o It's now possible to switch off the fx fades at the end of a game.
  - o Being remotely logged off from a server during a game won't increase game counter of the player any longer.
  - o If a player runs into fartgas, he will be poisoned and start to cough. A countdown to death begins and the poison kills him unless he manages to collect a skull. The only protection against farts is a shield.
  - o Added a new "baked beans" powerup, which gives you the ability to fart around and poison other players with deadly foul gas.
  - o Remote bombs now move with the same speed like the actual bomb owner.
-

- o Current player position and remote bomb position is now transmitted to all clients in intervals of 1 second.
  - o Lasers will now shorten the fuse of bombs.
  - o Added code to prevent dynAMItE to be hacked by embedded escape sequences in chat messages and other stuff.
  - o Reworked chat command handling in dynAMItE.
  - o Added new bonus/blocktype (it's actually a combination of both) which happens to be some kind of special teleporter called "The Worm Hole" (scary). Entering a TWH will transport a player to another randomly chosen TWH.
  - o Kickbomb bonus now randomly adds 2-10 kickbombs to a players kickbomb bag.
  - o Added new tooltype/shellargument (TESTMAPS). With this option it's now possible to let DServer only scan maps in maps/.test directory and ignore all other directories. Hope this is helpful for map creators who don't want to let DServer scan all maps, just because they only want to test some new maps.
  - o Added 2 Commands to allow players to either bring in new CPU players, or to kick them. Commands are: /loadbot /kickbot
  - o The amount of initial computer players can now be set in DServer settings.
  - o Finally, dynAMItE offers some kind of CPU players (for all of you who like to play by themselves without being online for example). CPU players require dynAMItEAI.library programmed by Ilkka "iti" Lehtoranta.
  - o On MapJump/Restart players will only be accounted for one game now.
  - o Added /hops command. This command displays the hop count of all players.
  - o A new blocktype has been added. This new block (pi-block) is an extreme durable version of the normal destroyable block and needs to be hit twice by an explosion.
  - o Fixed a bug which had overwritten some bytes of the player data in DServer by mistake. Did no harm as far as i can tell.
  - o DServer now does a traceroute to each player logged in to get the hop count. DServer adds another task, which handles all tracing activities.
  - o Rewritten some of the subtask handling code in DServer, to get it more straight.
  - o DServer now displays the total number of maps in the maps window.
  - o DServer now displays the port it was started for in the window title.
  - o Maps are from now on stored by author. This means, every map creator has his own directory within the maps directory. DServer will move all maps found in the maps root directory to the corresponding author directory. Because of this, DServer can take some minutes at the first start, so
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don't be worried if it takes a bit longer.

- o Changing online mode of DServer while downloading maps caused no maps to be downloaded at all. Fixed.
- o The Ranking in DServer should now be displayed correctly.
- o Minimum explosion range has been decreased to 1 (minimum was 2 before).
- o dynAMlTeMapLab didn't save hurry up time. Fixed.
- o Added a new menu entry to make it possible to switch off auto-update of the highscore after a game.
- o DServer now packs all messages for each client in a special packet, so that only one large message is sent to clients instead of many small ones. This helps to reduce traffic/network overhead.
- o dynAMlTe could freeze on maximum sized maps, because one blit list wasn't initialised for the last "blockline".
- o Once connected local, it wasn't possible to connect to any server from GSL any longer. Fixed.
- o DServer could wait forever on a certain signal at program end. Fixed.

### 1.39 Other Zeux: dynAMlTe's History (v1.8)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 8 )                    | | |

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03.09.2001 V1.8

- o Last player logged in with 1.7a could not be killed, neither could he chat or control his figure.
  - o Fixed a small memleak at server end. Bug was introduced with 1.7a.
  - o Local player switching to observer mode caused the server to hang. Fixed.
  - o Added /repeat command. This command repeats the last played map.
  - o Internal message passing completely changed.
  - o Fixed a bug which was introduced in V1.7a (jump out of message loop) which has caused certain messages to be not handled at all. This could have lead to all kinds of problems.
  - o Bubble messages were sent multiple times. Bug was introduced with 1.7a. Fixed.
  - o Added a new sound. dropkickbomb.snd is played everytime a player drops a kickbomb.
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## 1.40 Other Zeux: dynAMItE's History (v1.7a)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 7 a )                    | | |

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27.09.2001 V1.7a

- o DServer now saves the settings everytime you change them in settingswindow.
  - o Bubbles were shown corrupt for one frame after the next bubble was going to be displayed. Fixed.
  - o dynAMItE now needs identify.library V13, V12 won't be accepted any longer. (-><http://www.shredzone.de/download/amiga/IdentifyUsr.lha>)
  - o DServer now jumps out of message reading loop if a certain amount of messages are handled, allowing it to check timers and such. This could solve some lag/pingtimeout problems if there are many players and heavy action is going on.
  - o DServer never deleted tgwnn.players.bak before renaming old players file to .bak and thus no new .bak was created. Fixed.
  - o It is now possible to directly connect local without the use of TCP/IP. See "local" checkmark.
  - o Changes for bot developers:
    - Removed "kickbomb" from player struct.
    - Bomblist isn't per player anymore but it is one list for all players now. See dynasema.bomblist
  - o Fixed several annoying and stupid inconveniencies with DServer settings which were not saved if the settings window wasn't opened at least once until the server got quit. (where have I put my brain?)
  - o Added a workaround for a possible NList bug (enforcer hits caused by strange "messages" passed to display hook) which seem to occur only if a line is wordwrapped and gets removed.
  - o Rewritten most of chat code. Should be slightly faster now.
  - o Did some small overall optimizations to dynAMItE and DServer.
  - o Changed PingWatch(tm). Players now won't be kicked after 2 minutes of "horrible" ping. Instead he will be given a warning and if the ping stays that bad after another minute, the player will be removed from the server.
  - o Average ping value displayed in lagkick message was always the average ping of the first player. Fixed to display the right value.
  - o Tightened mainloop and spared 1 timer in dynAMItE.
  - o Replaced "Fade no. 13" (the one which looks weird) by a different fade.
-

- o DServer now uses one timer less (merged pingtimeout- and uptime-timer)

## 1.41 Other Zeux: dynAMite's History (v1.7)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 7 )                    | | |

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15.09.2001 V1.7

- o MapLab: Added Line draw-mode.
  - o MapLab: Previews are now drawn for box and filledbox draw-modes.
  - o MapLab: Fixed a bug if mousebutton was released outside of drawarea.
  - o Colour code used at the start of a bubble is now used by all bubbles in the line.
  - o GSL now also shows PingWatch(tm) value.
  - o We decided to change how connection speeds are set in DServer to make selection of the appropriate speed more reasonable. Connection speeds must now be specified both for up- and downstream. This will make it easier for players to see what servers might cause lag.
  - o Completely changed the way dynAMite handles sprites and brings them to the screen including restoring damaged window areas. Results in less cpu usage caused by this routines.
  - o Do you see the angels?
  - o The volume for sound effects can now be set (0-200%).
  - o It is now possible to set the number of channels, dynAMite should use for sound effects. Please see the documentation (Arguments/Tooltypes) for further explanation.
  - o dynAMite logo now indicates wether the gamewindow is active or not.
  - o DServer now also displays the average ping response time of players in a two minute scale. If a player has an average pingtime of more than x seconds (setable by the sysop) above the average ping of all players at the end of these 2 minutes, he will be kicked.
  - o Unsupported servers by the client (version-wise) in GSL are now displayed red and can't be selected for connection.
  - o To make old maps attractive again, DServer now has the option to mirror maps randomly in either x or y or in both directions.
  - o dynAMite now features a Lag'O'Meter which is displayed on the bottom of the window in form of a growing/shrinking bar using different colours. The Lag'O'Meter doesn't cause any additional traffic. This is done by using the fact that each serverping comes in every 5 seconds and if the
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serverping is delayed, the client knows the actual lag.

The colour scheme used to display lag to the player is as follows:

Lag	Colour
<=0.5 seconds	Green
<=1 second	Yellow
<=2 seconds	Orange
<5 seconds	Red
>=5 seconds	Red and blinking

- o Players now start to smoke if they get too near to a laser.
  - o Fixed a light-sabre bug which has lead to reads from random memory addresses.
  - o Fixed another memory bug, which was rather hard to nail down (thanks to iti for his help on this one). This bug caused mungwall/muguardianangel hits when DServer was quit (dedicated to Batman, who reported these hits a long time ago).
  - o Fixed some rather harmless memory bugs, which could have caused dynAMItE and DServer to eat all memory after some days of being run (depending on the memory available :)). Memory was freed after dynAMItE and/or DServer were quit though.
  - o If the highscore window is open after a battle, it will update itself to the new highscore (requesting new highscore from server).
  - o If the server is rescanning maps, the game is now halted displaying an appropriate text in the gamewindow.
  - o Logging into a server will now add a special line to the chat list/game info list containing the servername.
  - o Fixed enforcerhits if highscore contained less than 10 entries.
  - o Map Comment, if available, is now also displayed in mapinfo-text.
  - o Game info list is cleared too if "clear chatbuffer" is selected from the menu.
  - o "bring to front" option has no effect any longer if you are switched to observer mode.
  - o "bring to front" will now remember which window was active the last time (game or chatwindow) and activate it again if this option is enabled.
  - o A player should now always land in the middle of a swapp ositions bonus after the bonus got picked up by someone else.
  - o Fixed a bug with ratio-bar. Ratio-bar was green if a player had a very low ratio.
  - o Remote bombs moving over an explosion caused the block under the remote bomb not to be replaced by mapbackground. Fixed.
  - o Fixed a bug with word wrapping on bubble texts which could have led to too long texts.
-

- o Safety requester for rescanning maps (if players are logged in) won't block the server any longer.
- o Fixed a really nasty bug when memory for blitnodes was allocated that could have caused vital memory being overwritten and also memory leaks and software failures when quitting dynAMItE.
- o Added another sound which is played when you get logged off by ping timeout (pingtimeout.snd)
- o Logging into a server while a game is running and typing /map will now show the current mapname instead of an empty text.
- o Fixed a bug which sometimes caused switched players to be logged off by ping timeout.
- o Highscore in DServer was sorted before winquota was calculated which means the order of the highscore wasn't always correct. Fixed.
- o DServer now also shows how many messages were sent/received.

## 1.42 Other Zeux: dynAMItE's History (v1.6)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 6 )   | | |

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21.07.2001 V1.6

- o dynAMItE now loads for each player a specific explosion sample (explodel.snd - explode8.snd). For maps with default bomb explode.snd is used. If samples from 1-8 are missing explode.snd is used.
  - o Added GFA-Basic (yuck) developer files. Thanks to Ingo Musquinier for creating them.
  - o DServer: Maps with exact height of 30 lines always showed the map parameters as creator of the map. Fixed.
  - o Starting a new game from within the client will now start with a delay of 2 seconds, so players have time to logoff or do other thing in this neverending 2 seconds ;)
  - o DServer: Added uptime, data sent and data received to main window.
  - o Added new command /request which makes it possible for players to download maps from The Vault directly onto the server, so they can be played immediately.
  - o Developer: Added dynasema.botinfo where your bot should set a version string and some additional information about himself. Could become useful in the future.
  - o Chatbuffer limit for client can now be specified.
-

- o Styles: Reworked all standard styles to support new powerups. Also removed the light sabre background which was still there for a few versions (which isn't necessary)
  - o DServer: longest and shortest match/playtime was swapped. Fixed.
  - o Your own player now flashes in negtive colors if a game starts instead of flashing in the player color, which made the flashing non existant if the player was already (only) in the same color.
  - o Developer: Added version to dynamite semaphore, so it's finally possible to check if your bot is compatible with dynamite.
  - o Changed some code in client which handles connecting to GSL and server that was called from within a hook. Hope this helps the amarquee problems a bit :)
  - o DServer: IP can now be specified. Either static or dynamic.
  - o Bots are now also affected by STOP item :)
  - o Developer: dynasema.addbubble is now a PTR TO CHAR (char\*) instead of the previous array. So be careful when adding bubble with old code.
  - o Developer: each line of sema.grid is now WORD sized (PTR TO INT), each line of sema.bonusgrid and sema.explosiongrid is CHAR sized (PTR TO CHAR)
  - o Dserver now should also save the order and the width of the playerlist.
  - o Developer: range in tempbomb isn't WORD but LONG (was wrong in C and Assembler includes). Fixed.
  - o Developer: Added another gamestate: GAME\_NOTCONNECTED which is set, if the game is not connected to any server (start screen)
  - o Developer: New map array available: dynasema.explosionmap which holds "1" for every field of the map that is currently affected by an explosion.
  - o Developer: Updated includes with new powerups (BO\_FLAG...)
  - o DServer now also saves the state of "Hide Powerups" checkbox.
  - o New Bonus: Swap Positions. Exchanges the positions of the players, so player 1 will be teleported where player 2 stands and, if no other player plays player 2 will be teleported to player ones position.
  - o New Bonus: Jump Map. Jumps to a map which can be specified in MapLab. If no map is specified this Bonus leads to a random map. This bonus won't show up during normal game play but only, if the map creator has set it somewhere into the map.
  - o New Bonus: Restart Map. Restarts the current map. Works only for 3 times for the same map. After this 3 times, all Restarts will be removed from the map. This bonus won't show up during normal game play but only, if the map creator has set it somewhere into the map.
-

- o New Bonus: Teleport All. Teleports all players except you.
- o Fixed a rather nasty bug which caused a certain memory area being overwritten with zero after resetting some player statistics before a new game started.
- o DServer: Scanning for and of maps at server startup is now almost twice as fast as before. Also improved scanning of maps in general.
- o HurryUp timeout can now be specified in maps, so that it's possible to customise the time until HurryUp-mode will be activated.
- o All blocks in a style are now rearranged internally to lie on xx bit boundaries, for some speedup in copy functions (also fixes some mutools cmq()-unaligned hits I think).
- o Shield is now also drawn if your player is invisble (on your own screen only of course).
- o Due to some changes in the last version no messages were sent anymore to notify the player if the sysop changed the max player/observer values.
- o If you are invisble and you become visible again the player sprite will now start to change it's state from transparency to normal and back a few times.
- o Changed the shield again. The blue glow is replaced by a flashing outline of the sprite.

### 1.43 Other Zeux: dynAMlTe's History (v1.5)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 5 )   | | |

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24.06.2001 V1.5

- o MapLab: Saving maps without players results in a requester, telling you how stupid it would be to save a map without players.
  - o MapLab: Toolbar is now on the left side of the window.
  - o MapLab: Added "invert" button to mask window.
  - o MapLab: Now saves creator, so you don't have to set it everytime.
  - o MapLab: dynAMlTeMapLab no longer has the graphics build into the exe but will load it from disk as dynAMlTeMapLab.gfx so that it's finally possible to use MapLab with your favorite gfx style.
  - o Added a flag bonus. As soon as one player picks this bonus up, all other players will die, so that the player who picked up the flag wins. It will not show up during gameplay unless the map creator has set it somewhere in the map.
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- o The server will now send a "clone warning" to all clients if a player logs in twice or more times with the same IP.
  - o Times for the shortest, longest and current game are now displayed below the playfield.
  - o It is now possible to give a reason when logging off (/disconnect, /quit)
  - o It is now shown in the chat window if a player dies.
  - o If a new game starts, current mapname and some informations about the map are now displayed in the chat window.
  - o DServer now holds statistics for each map. For this, the server will create a new directory ("stats") in progdir:maps/ which will contain all map statistics.
  - o MapLab: Mapname is now reset if "New Map" is selected.
  - o Fixed a bug which was introduced with a small change on blitting operations which caused gfx leftovers on full window refresh.
  - o Fixed a bug with visitors and drop all pickup where every visitor dropped a bomb for player 1.
  - o Highscore window will now also be un/snapshotted when selecting the appropriate menu item.
  - o Blocks which could be (and are) drawn over by explosions and so causing invisible blocks are now restored after each explosion (gravestones will look like normal blocks after restoring)
  - o DServer now shows statistics for every map in map window.
  - o DServer: Maps which have already been played are now displayed bold (per server session)
  - o It's now possible to enter whole sentences for bubble texts. Texts which are too long are split over more bubbles. Also increased fkey settings to 64 cahrs.
  - o Thanks to a tip by ingo I could get rid of my own colortext class and instead simply use \eP[] with normal text.mui :)
  - o DServer: Max. line buffer in serverchat window is now limited to 255 lines to prevent the server to eat up all memory after a few days.
  - o Developer: Added server data to dynasema
  - o Developer: Changed the meaning of dynasema.gamerunning a bit. dynasema.gamerunning now shows the state of the game (one of GAME\_#? types)
  - o Developer: dynasema.player was broken in the way, that only player 0 was available as pointer. Fixed.
-

- o Ping values are now finally calculated correctly.
- o Gloweffects were using slow E version of the code. Re-enabled ASM optimized code for gloweffects (which is roughly 2 times faster).
- o Included fixed dynabot.c and added BotFrame.c. Fixed and created by Stephen Illingworth.
- o String gadgets for fkey settings are now also using BetterString when available to make it easier to enter color codes.
- o Added /setpw command to be able to change your password for the server without the need to inform the sysop to change it.
- o Status icons for swap controls were not reset if an enemy picked up again reverse controls.
- o Added another flag to style files to enable/disable extended blockexplosion animation (plays 8 frames instead of 4 frames pingpong). If your style provides the new anim, you have to set the pixel at position 3/188 (x/y) to any colour than 0. The new block animation has to be present under the lightsabre gfx if you enable this feature.
- o dynAMItE now opens ahi.device directly after being started, so that you can change the audio mode at any time.
- o /info output displayed ppc info for "Style:" and missed style info completely. Fixed.
- o Bubble texts weren't centered anymore. Fixed.

## 1.44 Other Zeux: dynAMItE's History (v1.4)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 4 )   | | |

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04.06.2001 V1.4

- o Added /pause and /score commands.
  - o Changed how swapcontrols work. If change controls (up/down or left/right) is picked up the controls are just switched. So if you already had changed controls and one picks up another change control your controls will be back 2 normal.
  - o Dropping bombs and picking up Bombs2Blocks powerup fast consecutive (like it's possible in Axe\_112) caused invisible blocks on the other players playfield.
  - o Players will now be placed exactly onto the field they are staying in the map on duel or basically everytime a remote bomb is picked up.
  - o It's now possible to create coloured bubbles. To add a colour to a bubble, start the bubble text with ascii-1 to ascii-8 (CTRL-a to CTRL-h).
-

- o Fixed a bug that caused strange powerups to appear if there were too many hurry-up items in a map (like imbe\_100).
  - o Players are now also y-sorted during countdown, so they will overlap other players "perspectively" correct.
  - o Added initial laser, initial kickbombs and initial fuselength for players to map description. Changed MapLab to support the new defaults.
  - o Fixed a bug which let dynAMite crash on certain maps (imbe\_108) or under certain circumstances.
  - o Server hotlist is now sortable by drag&drop.
  - o Added an interface for 3rd party programmers. It's now possible to code your own (intelligent) bots and maybe even beat other bots (who codes the best AI, anyone? :))
  - o Last column in DServer was missing (last login), because of added WinQuota.
  - o MapLab: Added comment string to map properties to be able to enter a comment to maps.
  - o Gravestones should no longer be drawn over by explosions and so causing invisible blocks.
  - o It's now possible to switch between observer and game mode at any time except if you started a battle.
  - o Starting a text with "\*" in the string gadget (chat) will now display the text after the "\*" in the next bubble. Pressing "\*" while game window is active will clear the current text in the string gadget. Also increased max. text length for bubbles to 8 chars.
  - o All keyboard inputs (except cursor and shift/alt keys) during a game will now also be displayed in the string gadget (chat), while the game window is active.
  - o If you weren't in top 10 and connected to new server and were then in top 10 your last ranking (last entry in highscore list) wasn't cleared.
  - o Gloweffects didn't work anymore. Fixed.
  - o Fixed gfx leftover from laser after a gravestone was added and the laser still was over the gravestone.
  - o Cursor/Joystick-Up does nothing anymore. To switch to observer-mode press Amiga-P or select the corresponding menuitem "switch".
  - o Visitors (err, observers) were also counted for games so their game count increased for every game they watched as observer.
  - o Renamed Visitor-mode to Observer-mode.
  - o Bubbles are now queued which means pressing a few fkeys consecutive will
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show them all one after the other in the correct order.

- o Cleaned up my keyboard today. Now RETURN and CTRL are working again.
- o Players disconnected because of too much lag (ping timeout) will now be notified of this instead of just "TCP Connection Closed (-4)" message.
- o Changed the way the server ping works.
- o Shield display wasn't set back when a new game started. Fixed.
- o Added WinQuotient to /stats output.

## 1.45 Other Zeux: dynAMlTe's History (v1.3a)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 3 a )                    | | |

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13.05.2001 V1.3a

- o Fixed a nasty divide by zero bug that was introduced with the new winquotient.

## 1.46 Other Zeux: dynAMlTe's History (v1.3)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 3 )                    | | |

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11.05.2001 V1.3

- o Highscore changes: Previous to this release, the player with the most won games was first in the highscore. Now the rank is computed by both, the ratio and the won games.  
(ratio=won\_games/games; winquotient=won\_games\*ratio)
  - o DServer: Double clicking a player in the server listview will select the player in the highscore list and opens the highscore window if necessary.
  - o Added /stats [nick] command.
  - o Changed the way highscore data is sent to the clients.
  - o Sped up overall graphics output.
  - o Sped up drawing of explosions by 3 to 4 frames.
  - o Clients will be notified now if the sysop changes the maximum amount of players and visitors, so the client adjusts the display of figures according to the number of players.
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- o Your own player will now flash for a short time after teleporting.
  - o Phoenix bonus (the heart) won't appear during "Hurry Up" any longer.
  - o Players can now only be resurrected 3 times by default. Picking up phoenix bonus (the heart) will increase the number of resurrections left of the player who picked it up.
  - o After rescanning maps in DServer the first listview column was only 1 (or so) pixel wide. Fixed.
  - o Added "max. window size" option.
  - o Changed something with skull item (uhh.. hidden feature?)
  - o Fixed a bug that caused sending the current player pos to all clients after dropping a bomb for at least 15 frames (much unnecessary traffic caused by this bug)
  - o Added experimental visitormode.
  - o Gamewindow will now be reset to its original size after each round.
  - o Pressing SPACE or the yellow button of the joypad toggles info texts in login screen now (window has to be active of course if using SPACE).
  - o MapLab: Moved "Tools" to mainwindow.
  - o Added some kind of bubbles to the game. Take a look at the F-Key Settings and try F1-F10 and 0-9 and the yellow button on your pad during the game.
  - o "Help"-key is now used to switch between game and chatwindow instead of F10.
  - o Fixed two mem leaks in chat message functions of DServer.
  - o Completely changed the countdown. Countdown is now run, like the actual game, frame by frame instead of just updating the gfx if a number should change. This results in almost the same CPU consumption as in the game, but makes some other nice things possible. See next 2 points.
  - o Your own player is now flashing in its textcolour during the countdown to make it easier for you to locate him.
  - o It's now possible to move your player during the countdown, to make it easier locate him.
  - o Changed lots internal things which should make gameplay run slightly smoother.
  - o Data is now sent only after a frame, so messages gets first collected and are then send to the server instead of sending each message separate. Saves some overhead.
  - o Localized the whole server and game.
  - o The players countrycode will now be shown in login screen.
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- o New command: /Info nick - displays the specified players system.
- o MapLab: Afterburner bonus wasn't saved for a map.

## 1.47 Other Zeux: dynAMlTe's History (v1.2)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 2 )   | | |

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07.03.2001 V1.2

- o DServer caused enforcer hits if one logged in without password and the server was listed in GSL. As a side effect the server won't send any message to the GSL if a user was kicked because of wrong version/password.
  - o DServer now is several times faster on startup when scanning maps and loading player data (playing tricks with nlist.mcc that is).
  - o Fixed a bug that caused the window to follow kickbombs instead of remotebombs if the window was too small to display the whole playfield.
  - o Fixed /ping
  - o Added a flag to the style to switch kickbombs from play once (fly mode) to loop play like normal bombs. Set pixel at pos 0/187 (x/y) to enable loop play.
  - o Blocks which become bombs are now also counted for hurryup bonus.
  - o Chat window now opens behind the actual play window on startup if "autoopen on startup" is selected.
  - o It's no longer possible to select a new sample-set while connected to a server.
  - o If "bring to front" option is active the game window will now also be activated.
  - o Sometimes the first servers of the GSL were cut. Fixed.
  - o Pressing kick button for slot 1 if no player was logged caused hits. Fixed.
  - o Laser is now drawn using sprites which means colour 0 is transparent.
  - o Improved keyboard controls. Now the game should no longer slow down while pressing and holding alt+cursor keys. Big thanks to iti for his help on this one.
  - o Fixed another bug which prevented remote bombs from exploding if one pressed fire.
  - o Changed some things in main loop to speed it up. Hope this breaks nothing.
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- o dynAMItE now only allocates the audio channels, if one is connected to a server, so it won't block the channels if the game is iconified/idling.
- o Amarquee session and some memory wasn't freed on an error if GSL or version check failed (has eaten up all shell sigs after a few tries).
- o Specifying proxy as tooltype should have done nothing for DServer until now :)
- o GSL now works from a central URL which always redirects to a working GSL-Server (at least this is the theory)
- o On a request I removed "got ping-request from" message, so it won't be displayed in the chat window any longer if someone pings you.
- o Removed some unnecessary calls to refresh the window. Should give a slight speedup.
- o Throwing kickbombs while walking will increase their range by 6 fields.

## 1.48 Other Zeux: dynAMItE's History (v1.1)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 1 )           | | |
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28.03.2001 - V1.1

- o It's now possible to load different sample-sets from the menu.
- o Loading of styles outside of PROGDIR:Styles/ is now possible.
- o Added FPS display (16 fps is normal frame rate the game is running at).
- o Fixed a bug in dynAMItEMapLab which made the Toolbox and some buttons rather useless if it was started from Workbench.
- o Fixed a bug in OS3.0 safewritechunky() routine. Graphics were drawn one pixel too low.
- o Added /msg command.
- o Added /ping command. /ping will ping all players + server, so no arguments needed.
- o "Edit Map" in DServer didn't work because of wrong filename for MapLab.
- o Gravestones are now precalculated, so they won't be drawn as sprite over the actual playfield any longer but are drawn as normal block.
- o Added win ratio display to login screen in form of a green bar.
- o "won" now is displayed white in login screen after a battle.
- o Pen wasn't freed in timebar class. Fixed.

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- o HTTP request in client for receiving GSL was sent twice.
  - o Changed Back2Basics. Now reverse controls is just active for a very short time. Slowdown for about 10 seconds. Bombs are decreased by 3 and flame is decreased by 5.
  - o Picking up several shields will now add to the total time this item is active.
  - o "Slower" item now adds to the time this item is active for the other players. It will make them not as slow as before, so one is able to walk against magnets.
  - o Bombs will now tick faster or slower depending on the fuselength.
  - o Picking up Back2Basics bonus will now also remove invisibility and shield.
  - o Added Afterburner bonus. This bonus will make all explosions last longer from the player who picked it up for some seconds. The more you pickup, the longer you will have this special feature.
  - o Changed highscore a bit. 1:x ratio isn't shown any longer.
  - o Removed the need for .col files for styles. The text colour for each player must now be specified in the .gfx file itself. Take a look at dynAMItE.gfx.
  - o Reintroduced welose.snd. This sample is played if the own player dies.
  - o Changed server to use a doubly linked list instead of a fixed array for handling of players. Maybe it gives some speedup.
  - o DServer will now load its own config file for each instance.
  - o Remote bombs are reacting now the same way as normal bombs (e.g. they will explode if a bomb explodes beside them).
  - o The upper string fields and the speed cycle gadget in dserver settings window are now in the cyclechain.
  - o Remote bomb bug should be fixed (sometimes they wouldn't want to explode if one pressed fire).
  - o Added small sort-button to the server hotlist.
  - o Dead players won't get a remote bomb any longer if someone picks up a duel bonus. This change has led to some discussions, so tell me your opinion about this change please.
  - o Light-sabre gfx leftovers should be a thing of the past now.
  - o Added "bring screen/window to front on new game" option.
  - o Fixed a bug that caused enforcerhits if some libs weren't found at startup.
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## 1.49 Other Zeux: dynAMItE's History (v1.0)

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d y n A M I t e ' s   H I S T O R Y ( v 1 . 0 )   | | |

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12.03.2001 - V1.0

o Initial Release

## 1.50 Other Zeux: Bugs

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B U G S   | | |

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Unfortunately, every program has some bugs. This is also true of dynAMItE. The bugs we know about are listed below. If you want to report a bug please feel free to contact us by joining the #AmigaZeux IRC channel by connecting to zeux.amigazeux.de or irc.amigazeux.de on port 6667.