MiniArcanoid

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	COLLABORATORS			
	TITLE : MiniArcanoid			
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	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

MiniArcanoid

1.1   Mini Arcanoid 2.2

Mini Arcanoid v2.2

The author's native language is polish, so please

forgive bad spelling, grammar mistakes etc.

Copyright notice - it's free.

Introduction - it's a game.

Requirements - Kickstart 2.0+

Installation - use installer.

Rules - scoring, letters, etc.

Main menu - how to start

Options - there's a lot of them.

Miscellanous - other informations

Bugs - programmer's nightmare

History - long time agoooo...

Contact me ! - send bug reports.

1.2   MA Copyright

Copyright

This program is freeware. It is provided "AS IS"

without warranty of any kind, and the author is not respon-

sible for any damage this software may or may not do. So,

use it at your own risk!

1.3   Introduction to MA

Introduction

As you've probably noticed - it's a game. And you

have probably played similar games before.

This Arkanoid clone is very system friendly - it

works in window and multitasks happily. However it's very

simple, because the system can't handle too many moving ob-

jects in one frame.

1.4   Requirements

Requirements

MiniArcanoid requires Kickstart 2.0 (V37) or higher.

Theoretically it could work with 1.3, but it's not tested.

1.5   Installation of MA

Installation

Use installer script supplied with this game. If you

want to install it manually - just copy MA drawer wherever

you want.

1.6   Rules

Rules

It's simple - destroy all bricks with your ball. So-

metimes, when you destroy the brick, a letter starts fal-

ling. When you catch the letter, it will give you:

E - one life more

B - bonus - 50 points

N - instantly jumps to next level

S - slow down ball

G - glue (try it!)

H - hardball - bricks destroyer !

Points:

grey bricks from dark to light: 1-4 pts.

blue bricks from dark to light: 5-8 pts.

every letter: 10 pts.

You will get extra life every 2000 pts.

1.7 Main menu

Menu

There's four gadgets:

START - starts the game

OPTIONS - go to options menu

JUMP TO - jump to other screen

ABOUT - information

1.8 Options

Options

Here's all game options:

Priority : +10

Centre window : X AXIS Y AXIS

Screen position : 88 0

Screen size : 464 212

Screen type : WORKBENCH SEE

At error : FLASH SCREEN

Sound : STEREO

Sound volume : 64

Channel mixing : 5%

While playing

the close gadget is DISACTIVATED

and the mouse pointer is ON

Automatic capital letters : ON

Screen rendering : SYSTEM

Joystick sensitivity : 10

Highscores : CLEAR JOIN SHOW LOAD SAVE

save : IN GAME DON'T ASK

USE - use this options SAVE - save options to disk

1.9 Priority

You can control priority of the game by entering

a number in the priority field. You can set negative priori-

ty by pressing + gadget.

For A500 the good priority is +20. For faster compu-

ter any number greater than 0. You can set 0 or less, but

then the game may not get needed amount of CPU time (and it
will be not so smooth).
Even if you set high priority, this game will use as
much CPU power as it needs, no more. It's almost 90% on A500
with system rendering , but on A1200 with Fast RAM and direct
rendering it will take less than 10% of CPU time (4-8%).

1.10   Centre window

With these gadgets you can centre game's window ho-
rizontally (X AXIS) or vertically (Y AXIS).

1.11   Screen position

These two gadgets controls x and y coordinates of
the screen. It works only with CUSTOM screen.

1.12   Screen size

Here you can enter x and y size of game's screen.
Apply only to CUSTOM screen.

1.13   Screen type

By pressing this gadget you can select type of ga-
me's screen. If WORKBENCH is selected, the game opens window
on Workbench screen, else it creates own screen. You can
control position and size of CUSTOM screen, but screen mode
is always PAL, high res; use screen promotion utility to
change it.

1.14   Errors happens

With this gadget you can select what to do when er-
ror occurs (to blink, or not to blink ?).

1.15   Sound

Here you can select sound mode: MONO, STEREO, or
turn sound OFF. Make sure, that your speakers are connected
properly - left to left audio output and right to right!

1.16 Volume

Volume of sound - from 0 (silent) to 64 (loud).

1.17 Mixing

This number tells you, how much one channel is mixed
with another. Good for headphones.

1.18 Close gadget

Using this option you can disable window's close
gadget when you're playing - so you can't accidentally press
it.

1.19 Mouse pointer

If this option is set to ON, the mouse pointer will
disappear while playing.

1.20 Capital letters

If this mode is activated, then when you're typing
in your name in the hall of fame, first letter of each word
will be changed to capital.
To change letters this game uses special table. You
can create your own table and write it in
"S:MiniArcanoidCapitalLetters.tab". It looks like this:
--- Cut here ---
Aa
Bb
Cc
Dd
Ee
Ff
Gg
Hh
Ii
Jj
Kk

Ll

Mm

Nn

Oo

Pp

Qq

Rr

Ss

Tt

Uu

Vv

Ww

Xx

Yy

Zz

--- Cut here ---

You can add here your own national characters.

1.21 Rendering

The game can render all objects using the system or

by direct operations on screen bitmap using the processor.

Processor rendering is much faster than system (about 3x on

A1200), but it will work only when game's window is fron-

tmost and it isn't GFX-card compatible.

1.22 Joystick control

When you're playing on a joystick, this value sets spe-

ed of the bat.

1.23 Hiscores control

CLEAR - clears hiscore table

JOIN - joins hiscores with your friend's scores. This

function needs reqtools.library for file requester.

SHOW - shows scores

LOAD - loads scores from disk

SAVE - saves scores to disk

1.24   Hiscores saving

Here you can select hiscores saving method:

IN GAME - save hiscores every time you set a record

ON EXIT - save scores when you quit this game.

MANUAL - not save scores, unless you select SAVE gadget

ASK - the game will ask you before saving hiscores

DON'T ASK - it will save without asking

1.25   Jumping to other screens

Jumping to other screens

When you press JUMP gadget, list of opened screens

will appear. You can select from this list, to which screen

jump, or cancel operation by pressing "GO BACK". You can

jump to ALL screens - not only public, but some programs may

not work with this game on their screen.

1.26   Other infos

Other infos

- Miscellanous things that don't fit in other chapters -

You can play with your joystick - just press fire !

If you want to break playing - press ESC.

To iconify game's window - press RMB, at any time !

You can move iconified game to other screen: first,

make the screen you want move to frontmost, then drag it

down to see game's window, catch the window, move down to

your destination screen and release the button.

That's all !

1.27   Bugs

Bugs

Known bugs and disadvantages:

- Sound is done by direct hardware banging, without channel

allocation. It's too much work to add audio.device routines.

Anyway, it works good, and if you want to play and listen

modules - turn off the sound !

- It can't load too long samples.

- It uses only Topaz 8

- Looks bad in interlace

- VBL timing - it works faster on NTSC screen

1.28   Ancient times

History

1.0-1.9 - Not released versions.

2.0 - Added 5 levels

Added stages

Powerpacker support added

More options

2.1 - One sample added

Some bugs fixed

Jump gadget added

More options

2.2 - Some GFX changes

Some options renamed

Mouse bug fixed

Documentation written

Added installer script

First Aminet release

1.29   My address...

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