

CardSet

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COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

CardSet

1.1 CardSet Object Documentation

OBJECT DOCUMENTATION

Name: CARDSET
Version: 0.9 Beta
Date: December 1997
Author: Gerardo Iula, Paul Manias
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1.2 Object: CardSet

OBJECT

Name: CardSet
Module: Cards
Version: 1
Type: Complex

DESCRIPTION

The CardSet object has been designed to give greater ease in developing card based games. It is based around the Bob object, with extra fields to allow proper card handling. The CardSet object currently supports files saved in the Reko format, and other formats may follow.

ACTIONS

The CardSet object supports the following actions:

Draw() Draw a Card.
Free() Free a CardSet.
Get() Get a new CardSet object.
Init() Initialise a CardSet.
Query() Get CardSet information.

STRUCTURE

The CardSet structure consists of the following public fields:

AmtCards Number of cards in deck.

AmtColours Amount of colours
Attrib Blitting attributes.
Bob Pointer to Bob.
Card Card number to draw.
Options Options like GETPALETTE.
Palette Pointer to palette if applicable.
ScrMode Screen mode.
Source Place that the cardset comes from.

Bob->Height Height of cards.
Bob->Width Width of cards.
Bob->XCoord Current X Coordinate.
Bob->YCoord Current Y Coordinate.

1.3 Object: CardSet

FIELD

Name: AmtCards
Type: WORD
Inheritance: Source
On Change: Cannot change after initialisation.
Status: Read Only.

DESCRIPTION

This field specifies the total amount of cards available in the CardSet.

SEE ALSO

Card

1.4 Object: CardSet

FIELD

Name: AmtColours
Type: LONG
Inheritance: Source
On Change: Cannot change after initialisation.
Status: Read Only.

DESCRIPTION

This field specifies the amount of colours in the palette, or if a palette is not applicable then the total amount of colours available to the CardSet.

1.5 Object: CardSet

FIELD

Name: Attrib
Type: LONG
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

1.6 Object: CardSet

FIELD

Name: Card
Type: WORD
On Change: Dynamic.
Status: Read/Write

DESCRIPTION

This field specifies the number of the Card that you are currently dealing with. This is important for when you want to draw one of the cards to screen.

This is what each card number means:

- 0 = Card With Title and Author name
- 1 = Card used as mask
- 2 = Card that show the Back of the cardset
- 3 = Ace of Clubs
- 4 = Ace of Diamonds
- 5 = Ace of Hearts
- 6 = Ace of Spades
- 7-10 = 2 of Club, Diamond, Heart, Spade
- 11-14 = 3
- 15-18 = 4
- 19-22 = 5
- 23-26 = 6
- 27-30 = 7
- 31-34 = 8
- 35-38 = 9
- 39-42 = 10
- 43-46 = Jack
- 47-50 = Queen
- 51-54 = King
- 55 = Joker (?)
- 56-58 = Used as enhanced background for game.
- 59-99 = Reserved.
- 100-.. = Unused (you can do what you want).

1.7 Object: CardSet

FIELD

Name: Options
Type: LONG
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

1.8 Object: CardSet

FIELD

Name: Palette
Type: LONG *
Inheritance: Source
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

When you initialise your CardSet a 24 bit palette will be allocated and placed in this field. This will only apply if a palette is necessary for the Bitmap->ScrType, eg if it's true colour then a palette is not necessary.

1.9 Object: CardSet

FIELD

Name: ScrMode
Type: WORD
Inheritance: Source.
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

1.10 Object: CardSet

FIELD

Name: Source
Type: APTR
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION
