

Card

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COLLABORATORS

	TITLE : Card		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Card

1.1 Cards Module

MODULE DOCUMENTATION

Name: CARDS
Version: 0.9 Beta
Date: December 1997
Author: Gerardo Iula, Paul Manias
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1.2 Module: Cards

OBJECTS

CardSet

FUNCTIONS

ShuffleDeck()

1.3 Cards: ShuffleDeck()

FUNCTION

Name: ShuffleDeck()
Short: Mix values in a given array.
Synopsis: void ShuffleDeck(WORD *Array [a1], LONG Method [d0])

DESCRIPTION

This code simulates a player that shuffles a deck of cards. The array is the deck of cards (can be all different numbers or with repeated numbers for trading card games for example) Each value refers to the CardSet graphics.

How the array works:

Method 1: A simple single cardset

```
dc.w 3,5,7,8,43,35,27,12,-1
```

Method 2: Two cardset (and you want to know which one is for each card in the shuffled deck/array)

```
dc.w $0003,$0005,$0007 ;From 1st deck.
dc.w $1003,$1030,$1022 ;From 2nd deck.
dc.w $0005,$1005 ;Are two different cards!
dc.w -1 ;Array terminator.
```

INPUTS

Array - Pointer to a block of memory, word -1 terminated.

Method - The way that the values in the array are randomized:

```
SHUFFLE_NORMAL    - Mix some times.
SHUFFLE_BABY      - Move blocks of card in a different position.
SHUFFLE_CROUPIER  - Divide in two decks and then bend and
                    releasing them.
SHUFFLE_MACHINE   - Simulate a casino shuffling machine.
SHUFFLE_GAMBLING  - Shuffle maintain blocks of cards closer.
SHUFFLE_PARANOID  - Shuffle many many times.
```
