

**Maper**

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| <b>COLLABORATORS</b> |
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|---------------|-------------------------|---------------|------------------|
|               | <i>TITLE :</i><br>Maper |               |                  |
| <i>ACTION</i> | <i>NAME</i>             | <i>DATE</i>   | <i>SIGNATURE</i> |
| WRITTEN BY    |                         | July 26, 2024 |                  |

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| <b>REVISION HISTORY</b> |
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| NUMBER | DATE | DESCRIPTION | NAME |
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# Chapter 1

## Maper

### 1.1 main

Maper v0.02  
18.-22.Aug.1997  
by Martin Kuchinka  
SHAREWARE

Why I did it.  
What does id need.  
How to create a Map.  
How to Register.  
Save Formats.  
Future Ideas.  
Still Bugs.  
Limitations.  
History.  
Preferences.

Author.

Special Thanks:

Wouter van Oortmerssen (AmigaE 3.2e)  
Jan van den Baard (GadToolsBox 2.0c)  
Michael Zucchi (ilbm.m,ilbmdefs.m)

Maper must NOT be used for  
commercial use without authors  
permission!!! Hacking this soft is  
immoral (and useless).

Everybody can Register!!!

### 1.2 why

---

Excuse my pure English!...Thanx

I was working on a Dungeon and I created maps by hands and numeric keyboard. It was difficult with map 20x20x3... So I started with finding Map Editors on AmiNet, I found about 5 Editors, and Started with trying their functions...

There was NO (I think) Editor with multi-level Editing functions, so I wrote Mapper in AmigaE v3.2e by Wouter van Oortmerssen (thanks you!)

It can Import data of "MAP " format and much more formats written by me! Good Looking Editors was written in AMOS, so no AGA Maps...

I hope you will like this programm, you will register this programm and you will send me your Suggestions or Ideas or Bug Reports. Address

## 1.3 address

Address:

Martin Kuchinka  
Kapucínská 79/3  
Praha 1, 118 00  
Czech Republic

E-Mail:

kuchinka@k332.feld.cvut.cz

My Configuration:

A1200  
Blizzard 1230 IV  
MC68882/50 MHz  
16 MB Fast RAM  
HD WDC 420 MB  
CD-ROM GoldStar(6x)  
Modem 2400 bps

## 1.4 register

I wrote this Programm for all Amigians who trusts and stayed with Amiga in her hard times...

Grrr...Co\*\*odore...

#?!\$%&...EsC\*M...

Uffff...VisC\*RP...

Because I'm only a pure Amigian(?! ) and I hate programmers

---

who did useless programmes and wants for it eg.: \$50...  
so I think that prices \$1, £1, 1 DM or \$1 equivalent are  
cheaper than cheap...  
Every Amigian can buy Mapper for its wonderful price...  
:^) :^) :^) :^) :^)

Please send me a mail or e-mail like this:

Hi Martin,  
I really like your soft, and I want to register...

My Name:  
Fox Mulder  
My Address:  
Beverly Hills 90210 :^)  
Los Angeles  
California, U.S.A.  
My E-Mail:  
mulder@xxx.usa  
My Config:  
A1200  
Blizzard 604e+  
130 MB RAM  
CD-ROM(24x)  
6.5 GB HD  
etc...

Martin, today(2.11.1997) I have sent you an Envelope with  
1\$...

Thanx, Fox

When I will receive similar message I will do the version  
which will not open the requester when you starts Mapper.  
In Project Menu will be new Item User, with your name,  
address, registration number etc...

When I will receive your envelope I  
will E-Mail you the UUcoded Mapper...

If you dont have access to Internet so send me in your  
Envelope a 3½" AmigaDOS Formated Disk else I will format  
it to AmigaDOS format! Than put in to the Envelope stamps  
to sent it back to you...

I hope that's all!

## 1.5 requirements

Required:

OS2.0 (37+)  
0.5 MB Chip RAM

---

```
reqtools.library v38+
iffparse.library v37+
```

Recommended:

```
AGA Chip Set
amigaguide.library v37+
diskfont.library v37+
helvetica.font 9
```

All Libraries included:

```
reqtools.library v38.1435 (Nico François)
amigaguide.library v40.4
iffparse.library v40.1
diskfont.library v39.3
```

I am not sure if some of these  
libraries will not require OS3.0 (39+)  
I have only A1200

## 1.6 usage

-----Menus:-----

Project:

New...

Create New Map

It will Ask you for new sizes: Width, Height, Depth.

Resize...

Resize your Map

It will Ask you for new sizes: Width, Height

If you want to resize the map with Depth, see:

Add Level/Delete Level Items in Edit Menu.

Load Map

Load a Map

If the map is in format "MAP2" so you can't load  
blocks, it will be loaded automaticaly!

If the Map is a RAW File you MUST enter its sizes!

Load Blocks

Load Blocks

It will ask you for:

Block Width

Block Height

Gap between Blocks

# of Blocks per Line

Be sure that All Blocks must have same size!!!

If there is a gap, it have to be same vertically as horizontaly!!!

If you will enter a number wrong the map will be drew wrong!

If you will enter wrong numbers, try to load it again!

Save Map

---

Save your Map  
You can select one of Save Formats

About...  
About Programm and Author, Memory.

Info...  
Show Map Sizes.

Help...  
Open this AmigaGuide Documents.

Quit  
Leaves the Mapper!

Edit:

Cut  
Cut a Marked Blocks, puts the Blocks in to the Buffer  
and fills the marked Blocks with Selected Block.  
How to Mark Blocks:  
Click on a Left Top Corner of Blocks to Cut, press RMB,  
Select Right Bottom Corner of Blocks to Cut, press RMB,  
In Status Line will be written Width and Height of Marked Block.

Copy  
Copies a Marked Blocks in to the Buffer  
Marking the Block is Same as with Cutting!

Paste  
Copies the Buffer in to the Selected Position,  
be Sure that the Buffer can fit the Map!

Save Buffer  
Save the Buffer as RAM:Buffer.map it is in "MAP " format.

Load Buffer  
Load file RAM:Buffer.map to the Buffer,  
it MUST be in "MAP " format.

Add Level  
Add a New Level Above the Current Level.

Delete Level  
Delete the Current Level.

Copy Level  
Copies Current Level to destination Level.

Swap Levels  
Swaps Current Level with destination one.

Roll/Left...  
Roll Current Level # Blocks to the Left.

Roll/Right...

---



Roll Current Level # Blocks to the Right.

Roll/Up...

Roll Current Level # Blocks to the Up.

Roll/Down...

Roll Current Level # Blocks to the Down.

Roll/Level Up...

Roll Whole Map # Levels Up.

Roll/Level Down...

Roll Whole Map # Levels Down.

Blocks:

Get

You can select a Block from the Map.

Set...

You can select a Block as a number.

Swap...

Swap current and Second Block in current level.

Copy...

Copy current Block to a Destination  
in current level.

Select/...

See Keys...

-----Keys:-----

Map Scrolling:

(Good on Numeric Pad)

"4" - Left

"6" - Right

"8" - Up

"2" - Down

"7" - Left Up

"1" - Left Down

"9" - Right Up

"3" - Right Down

"+" - Level Up

"-" - Level Down

Map Rolling:

This will Roll the Map Always by one Block!

"Alt+4" - Left

"Alt+6" - Right

"Alt+8" - Up

"Alt+2" - Down

"Alt++" - Level Up  
 "Alt+-" - Level Down

Block Selecting:  
 "Left" - Select Left Block  
 "Right" - Select Right Block  
 "Up" - Select Above Block  
 "Down" - Select Below Block

-----Gadgets:-----

X  
 Same as Cut Menu Item.

C  
 Same as Copy Menu Item.

P  
 Same as Paste Menu Item.

Q  
 Same as Quit Menu Item.

N  
 Same as New... Menu Item.

L  
 Same as Load Map Menu Item.

B  
 Same as Load Blocks Menu Item.

S  
 Same as Save Map Menu Item.

## 1.7 bugs

1:  
 If you will create a map small map: eg.: 8x8x1 with block size 16x16 Mapper will draw Map 10x10! Last two columns and lines will drew of illegal blocks, if you will over write this blocks Mapper will crash your Amiga!

2:  
 If you will scroll with scrollers and while pressing the LMB you will move your Mouse over the Map, the strange thigs will happen...

In next Version I will eliminate this bugs.

## 1.8 save

"MAP "

Simpliest map file format ever.

1. LONG "MAP "
2. WORD width
3. WORD height
4. BYTE map data  
(length := width x height)

"MAP1"

This Format Allows to Save Multi-Level Maps.

1. LONG "MAP1"
2. WORD width
3. WORD height
4. WORD depth
5. BYTE map data for level 0,1,2...  
(length := width x height x depth)

"MAP2"

This Format Allows to Save Multi-Level Maps and info about Blocks Picture.

1. LONG "MAP2"
2. WORD width
3. WORD height
4. WORD depth
5. WORD block width
6. WORD block height
7. WORD # of blocks per line
8. WORD gap between blocks
9. BYTE picture name (256 Bytes)
10. BYTE map data for level 0,1,2...  
(length := width x height x depth)

RAW

This Format(?) saves Only Map Data without any Headers

1. BYTE map data for level 0,1,2...  
(length := width x height x depth)

Map Data Description:

Level 0

Level 1

Level 2

...

Each Level has equal length: width x height bytes

Each Block Means one Byte (In Future may Extend!).

## 1.9 future

Eliminate All Bugs.

Screen Mode Settings.

Generate Preview of a Map

Use More Than 256 Blocks

## 1.10 limitations

Max. Width - 32767  
Min. Width - 4  
Max. Height - 32767  
Min. Height - 4  
Max. Depth - 1024  
Max. Block Width - 256  
Min. Block Width - 4  
Max. Block Height - 256  
Min. Block Height - 4  
Max. Block Gap - 256  
Max. # of Blocks per Line - 1024  
Max. # of Blocks in Map - 256

## 1.11 history

v0.01  
20.August.97  
First Release

v0.02  
21.August.97  
First Public Release

Added Edit Buffer Functions  
Added Roll Map Functions  
Requesters can remember previous path  
Added Add/Delete Level Functions  
Added Resize Function  
Added Overwrite Requester  
Topaz.font 8 Changed to Helvetica.font 9  
Added Icon Settings of Important Paths  
CopyMem() used instead CopyMemQuick(),  
So the sizes can have values you like  
Added Flip X and Y map and buffer.  
Added Menu Blocks and its Functions.  
Added Selected Block in Info Requester.

## 1.12 settings

In Mapper Icon you can change path for:  
Maps, Blocks and this document.

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