

# **ProTris**

Protec/Mirage

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> ProTris		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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# Contents

<b>1</b>	<b>ProTris</b>	<b>1</b>
1.1	ProTris	1
1.2	shareware	1
1.3	copyrights	1
1.4	introduction	2
1.5	requirements	2
1.6	installwb	2
1.7	usage	3
1.8	pauseplay	4
1.9	new game	4
1.10	next block box	4
1.11	status box	5
1.12	about	5
1.13	quit	5
1.14	highscores	5
1.15	statistics	6
1.16	sizetoaspect	6
1.17	sampset	6
1.18	sampsetcycle	6
1.19	sampsetstring	7
1.20	sampsetfile	7
1.21	sampsettest	7
1.22	editblockcolors	7
1.23	colorsetblock	7
1.24	colorpreview	8
1.25	colorsell	8
1.26	colorsetuse	8
1.27	colorsetcancel	8
1.28	savesettings	9
1.29	sampsetuse	10
1.30	sampsetcancel	10
1.31	disablesound	10
1.32	history	10

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# Chapter 1

## ProTris

### 1.1 ProTris

ProTris V1.1 ©1993-1994 by Protec/Mirage  
archived on 21 June 1994

Shareware notice  
Copyrights  
Introduction  
Requirements  
Installation  
Usage  
History

### 1.2 shareware

Shareware notice

ProTris is shareware which means you should send me some amount of money if you like this program. You can also send something you programmed yourself which I will accept as the payment for ProTris. ProTris may be freely distributed as long as the archive is left intact and no changes are made to the contents of any file. It is not allowed to sell ProTris (for more than the usual amount of money asked for a PD disk) unless there is an agreement with me.

Send money/bug reports/suggestions to:

Protec/Mirage  
Transvaalplein 37  
5021 TD Tilburg  
The Netherlands

### 1.3 copyrights

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## ProTris Copyright Notices

ProTris V1.1  
Copyright © 1994 by Protec/Mirage (E.v.Berkel).

ProTris makes use of the Reqtools.library,  
This library is copyright 1991-94 by Nico François.

Thanks to:

BLO/Mirage  
JACK/Mirage  
RETEP/Mirage  
TOMCAT/Mirage  
JAKE/Mirage  
D-STAR/Anaconda

for  $\beta$ -testing and sampling

## 1.4 introduction

### Introduction

ProTris is a Tetris clone to use on the Workbench screen of the Amiga. I decided to make it as a learning project to understand more of the Amiga-operating system and to enjoy myself while backuping or other boring duties.

At this moment there is one sampleset available of Beavis and Butthead. The sample-archives will be spread on the Bulletin Boards. All the samples in the archive are less than 128 kilobytes.

## 1.5 requirements

### Requirements

To run ProTris you need:

- Kickstart V2.04 or greater.
- reqtools.library (copyrighted by Nico François)
- iffparse.library
- amigaguide.library (only for online help-system)

## 1.6 installwb

### Installation using the Workbench

ProTris.lha should contain the following files:

Install

---

```

Install.info
ProTris
ProTris.info
ProTris.guide
ProTris.guide.info
ProTrisSamples.info
c/Installer
libs/regtools.library
ProTrisSamples/Double.iff
ProTrisSamples/Drop.iff
ProTrisSamples/GameOver.iff
ProTrisSamples/NewGame.iff
ProTrisSamples/Quad.iff
ProTrisSamples/Rotate.iff
ProTrisSamples/Single.iff
ProTrisSamples/Triple.iff

```

To use the install-script you need the installer which is copyrighted by Commodore and is included in this archive. Double click the install-icon to install ProTris. You will now be asked to select a drawer to install ProTris to. In the selected drawer, a subdrawer will be created named ProTris and all needed files are copied into that drawer. The regtools.library will automatically be installed if no version is installed yet. If everything goes right ProTris is now ready to play.

Since ProTris v1.1 there's also a Magic-WB icon included. This icon can be used instead of the normal icon. It is possible that the colors of the icon are not correct for you if you use more than 16 colors. You can use IE or a similar program to swap the colors of the icon.

## 1.7 usage

### Usage

Doubleclick the ProTris-icon to start ProTris. A window will appear on your workbench screen. This is the mainwindow and contains the following items:

### Gadgets

```

Pause/Play Cycle gadget
New game gadget

```

### Boxes

```

Next block box
Status box

```

### Pulldown menus

Project	Window	Settings
New Game	HighScores...	Sample Settings...
Pause Game	Statistics...	Edit Block Colors...

About...	Size to aspect	Disable Sound	
Quit		@{	} Save ↵
Settings			

Most menu-items have a shortcut key connected to it so they can be pressed if you want to perform the specific action.

### Controls

ProTris can be controlled by joystick or keyboard.

Joystick controls:      Keyboard controls (cursor keys):

Left:    Move block left	Left:    Move block left
Right:   Move block right	Right:   Move block right
Down:   Drop block down	Down:   Drop block down
Button: Rotate block	Up:      Rotate block

Press <HELP> if you want to get some information about the current active window. Actually amigaguide will be called and shows the appropriate section of this document. Be sure you have this document in the same directory as ProTris itself. Close amigaguide to continue the game.

If you activate another window as the ProTris-mainwindow ProTris will automatically switch to the paused-state. To continue the game you'll have to select the Pause/Play cycle gadget or press the joystick-button.

The size of the main-window can be changed using the size-gadget in the lower-right corner. Protris will then be adjusted to fit in the window, so you can make the window full-screen with large blocks or small-window with very tiny blocks.

## 1.8 pauseplay

### Pause/Play

Select if you want to pause the game. Select again to play. The status of the game will be displayed in a cycle-gadget in the main window of ProTris. If the game is paused it is also possible to continue the game by pressing the joystick-button.

## 1.9 new game

### New game

Select to (re)start the game. The statistics window will be reset and the newgame-sample will be played.

## 1.10 next block box

---



### Next block box

This box shows the next block that will fall down.

## 1.11 status box

### Status box

This box has the following contents:

Score: you can earn points in several ways:

- For each block you drop down you get the amount of the current level
- If you have a single full line you will get the amount of the current level multiplied by 10
- If you have a double full line you will get the amount of the current level multiplied by 20
- Etc.

Lines: The number of lines you have wiped out.

Level: For every ten lines you will go one level upwards.

## 1.12 about

### About

This function shows some very important information.

## 1.13 quit

### Quit

When you select this, you will immediately leave ProTris.

## 1.14 highscores

### High scores

The highscores-window can be opened by selecting it's menu-item in de window-menu or by pressing the shortcut-key RIGHT-AMIGA + H. It shows the top ten scores of ProTris. The last name which was added to the list will be highlightwd. The highscores will be saved automatically when you enter the top ten list. The highscores are saved in a seperate file called ProTris.hightscores, in the same directory as where ProTris is located.

---

## 1.15 statistics

### Statistics

The statistics-window can be opened by selecting it's menu-item in de window-menu or by pressing the shortcut-key RIGHT-AMIGA + S. It shows a diagram with seven bars. Each bar represents the total number of blocks which fell down of the each color. You can change the window-size with the size-gadget in the lower-right bottom. The bars will then be adjusted to the new window-size.

## 1.16 sizetoaspect

### Size To Aspect

This option sizes the main window, so the blocks are drawn as sqaures. To do this ProTris takes the current height of the window and uses the aspect ratio of the screen to calculate the width of the window. It is possible that the blocks are not 100% square, because of your monitor adjustments.

## 1.17 sampset

### Sample Settings

The sample settings can be opened by selecting it's menu-item in de settings-menu or by pressing the shortcut-key RIGHT-AMIGA + E. The sample-settings window contains the following gadgets:

```

                Select sample for @|          Single
                Sample name Sample.iff
«
                                Test Sample

                Save          Use          Cancel

                Select a button to get more information.
```

## 1.18 sampsetcycle

### Sample settings cycle-gadget

Select the action you want another sample for. You can select one of the following actions:

- Single:     You filled one line.
  - Double:    Two lines fall down at the same time.
  - Tripple:   You blew up three lines at once.
  - Quad:      Four lines are gone.
  - Drop:      Your block hits the floor.
-

- Rotate: You rotated the block.
- New Game: You selected the 'New Game'-option.
- Game Over: You reached the top of the stack and no more blocks will fit.
- HighScore: You entered the highscores.

## 1.19 sampsetstring

Sample settings string-gadget

Enter the name and path for the sample you want to play at the selected action (e.g. HD1:Games/ProTris/ProTrisSamples/Single.iff). The file must be in IFF-8SVX format and may not be larger than 128 Kbytes.

## 1.20 sampsetfile

Sample settings file-gadget

Instead of typing the filename you can select this button. It will bring up a file-requester where you can select the sample name.

## 1.21 sampsettest

Sample settings test sample gadget

This button tries to play the currently selected sample.

## 1.22 editblockcolors

Color Settings

The color-settings window can be opened by selecting it's menu-item in de settings-menu or by pressing the shortcut-key RIGHT-AMIGA + C. The color-settings window contains the following gadgets:

```

      Edit Colors for
@{           }@|      L block      Color Preview
@{           } Color selector 1    Color selector 2

      Save           Use           Cancel

```

Select a button to get more information.

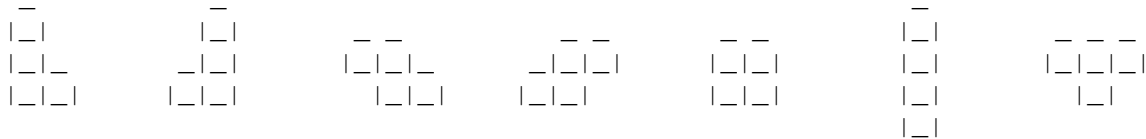
## 1.23 colorsetblock

### Color Settings Cycle Gadget

With this cyclegadget you can select the block of which you want to change the color from.

All the blocks are represented by an letter:

L block    L'block    Z block    Z'block    O block    I block    T block



## 1.24 colorpreview

### Color Preview

This area shows the currently selected block with it's current colors.

## 1.25 colorset1

### Color selectors

All the blocks are filled with a raster. This raster consists of two colors which you can select with the two color selectors in this window. If you want a solid color, you just select the same color in both selectors.

## 1.26 colorsetuse

### Color settings use gadget

Use the current color settings but don't save them to disk.

## 1.27 colorsetcancel

### Color settings cancel gadget

This button has the same affect as the close gadget of the window so the changes to the color-settings or not used.

## 1.28 savesettings

### Save settings

Save the current settings to ProTris' icon. All settings will be stored as tooltips in ProTris' icon. Those tooltips will be loaded each time ProTris is started.

Recognised tooltips are:

```
MainX=<value>
MainY=<value>
MainWidth=<value>
MainHeight=<value>
SampleSettingsX=<value>
SampleSettingsY=<value>
ColorSettingsX=<value>
ColorSettingsY=<value>
StatsX=<value>
StatsY=<value>
StatsWidth=<value>
StatsHeight=<value>
HighScoreX=<value>
HighScoreY=<value>
SampleSingle=<string>
SampleDouble=<string>
SampleTriple=<string>
SampleQuad=<string>
SampleDrop=<string>
SampleRotate=<string>
SampleNewGame=<string>
SampleGameOver=<string>
SampleHighScore=<string>
StatsWindow=<boolean>
HighScoreWindow=<boolean>
Sound=<boolean>
Block1Colors=<value>|<value>
Block2Colors=<value>|<value>
Block3Colors=<value>|<value>
Block4Colors=<value>|<value>
Block5Colors=<value>|<value>
Block6Colors=<value>|<value>
Block7Colors=<value>|<value>
```

All the X-values represent the amount of pixels which a window is positioned relative to the left edge of the screen. All the Y-values represent the amount of pixels which a window is positioned relative to the top edge of the screen. The Width-values represent the amount of pixels a window is wide and The Height-values represent the amount of pixels a window is high. The strings must contain a complete path and name to each sample.

Boolean types are "yes" or "no".

Although it is possible to edit all those tooltips via the Workbench with the menu-option Icons-Information, it is more convenient to let ProTris

handle them for you.

## 1.29 sampsetuse

Sample settings use gadget

Use the current sample settings but don't save them to disk.

## 1.30 sampsetcancel

Sample settings cancel gadget

This button has the same affect as the close gadget of the window so the changes to the sample-settings or not used.

## 1.31 disablesound

Dis/Enable sound

This function frees all memory used by the samples and frees the audio-channels. When selected again, the audio-channels are allocated again and the samples are reloaded.

## 1.32 history

History

-----  
ProTris v1.1  
-----

TO DO:

- Add use of public screens.
- Add option: Show next block on/off
- Add dual player mode.
- Add iconify option.
- Add mode with different levels with starting blocks (like real tetris).

KNOWN BUGS:

- When using screen blanker-commodity the screen goes blank while playing (only when using joystick).
- When using a very large screenfont, the windows can be incorrect (text overwrites the borders).
- Names which are to large to fit in highscore-window don't appear.

Changes:

---

- 15 Jan 94: FIX - Testbutton in samplesettings crashed when no IFF-8SVX.
- 16 Jan 94: NEW - Color settings window to adjust block-colors.  
NEW - Added the following tooltypes:
- ColorSettingsX = XPos Color settings window
  - ColorSettingsY = YPos Color settings window
  - StatsWindow = Boolean to open stats-window
  - HighScoreWindow = Boolean to open highscore-window
  - Block1Colors = Contains 1 or 2 colors for block 1
  - Block2Colors = Contains 1 or 2 colors for block 2
  - Block3Colors = Contains 1 or 2 colors for block 3
  - Block4Colors = Contains 1 or 2 colors for block 4
  - Block5Colors = Contains 1 or 2 colors for block 5
  - Block6Colors = Contains 1 or 2 colors for block 6
  - Block7Colors = Contains 1 or 2 colors for block 7
- 17 Jan 94: NEW - Added keyboard support:
- Cursor up -> rotate (same as joystick button)
  - Cursor left -> move left
  - Cursor right -> move right
  - Cursor down -> drop block
- 17 Jan 94: FIX - Highscore-bug fixed.
- 1 Feb 94: FIX - Bug fixed when colors-window canceled.
- 1 Feb 94: FIX - Sample player couldn't find rasterline when in Euro36.
- 9 Feb 94: NEW - Added option in window menu to size window so the blocks will have a correct aspect ratio.
- 11 Feb 94: CHG - Now uses two audio-channels to play the single, double, triple and quad samples. (Drop and rotate now use the same channel).
- 14 Feb 94: FIX - Score display was calculated to small for some fonts.
- 15 Feb 94: FIX - Only main window was locked when entering highscorename.
- 17 Feb 94: FIX - Samples over 128K are now truncated correctly.
- 17 Feb 94: FIX - When samplesettings was canceled the test sample was not turned off, which could result in some trashed sound.
- 17 Feb 94: FIX - Text in highscore window was not centered correctly.
- 17 Feb 94: FIX - New highscore was rendered in hardcoded color 2 instead of HIGHLIGHTTEXT PEN.
- 17 Feb 94: FIX - Raster in window is now drawn in SHINEPEN instead of always color 2.
- 17 Feb 94: FIX - Textlength calculation did also count underscores which aren't actually displayed in the string.
- 17 Feb 94: CHG - The color-settings window now shows the block which is being edited.
- 17 Feb 94: FIX - When starting a new game some blocks were not positioned at the top of the view.
- 19 Feb 94: FIX - When there was not enough memory to open a settings-window all windows kept it's disabled state, so the complete program was locked.
- 19 Feb 94: NEW - Added 'dis/enable sound' option in settings menu. This option frees all samples and the audiochannels.
- 28 Feb 94: FIX - MAJOR BUG FIX: ProTris didn't seem to work on Kickstart 2.0 at all. This was caused by a call to ScrollRasterBF, which is not available at kick 2.0. I now replaced it with the ScrollRaster function.  
(Thanx to B. Scheltema for reporting this bug)
- 2 Mar 94: FIX - When started from CLI the CLI was locked after quit. This happened because I changed the Current directory and didn't change it back.
-

- 5 Mar 94: NEW - Added a new tooltype:
  - Sound = Boolean to enable sound at startup.
- 5 Mar 94: CHG - Optimized code. Saved approx. 2000 bytes.

-----  
ProTris v1.0 (First version released to the public)  
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TO DO:

- Keyboard control.

KNOWN BUGS:

- When using screen blanker-commodity the screen goes blank while playing
  - Samples over 128Kbyte are not handled correctly
  - When entering the highscores at the last position something goes wrong.
-