

BoulderDäsh

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COLLABORATORS

	<i>TITLE :</i> BoulderDäsh		
<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

BoulderDäsh

1.1 Boulder Däsh

Boulder Däsh V4.29

(C) Guido Mersmann 1987 - 2000

BOULDERDÄSH IS A SHAREWARE PRODUCT

READ THE DISTRIBUTION SECTION FOR INFORMATION ON DISTRIBUTION

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1.2 Epileptic seizure or altered consciousness

Epileptic seizure or altered consciousness

A very small percentage of people have a condition that causes them to epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimise any risk:

Prior to use:

\textdegree{} If you, or anyone in your family, has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing. ↵

\textdegree{} Sit at least 2.5m (8 ft) away from the screen.

\textdegree{} If you are tired or have not had much sleep, rest and commence playing only after you are fully rested. ↵

\textdegree{} Make sure that the room in which you are playing is well lit. ↵

\textdegree{} Use the game on as small a television screen as possible (preferably 14" or smaller). ↵

During use:

\textdegree{} Rest for at least 10 minutes per hour while playing a game.

\textdegree{} Parents should supervise their children. If you or your child experiences any of the following symptoms while playing: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, discontinue use IMMEDIATELY and consult your doctor. ↵

1.3 Introduction

Introduction

BoulderDäsh is a convert of the original BoulderDash from the good old C64.

So you will say this is already there. You are right, there are a lot of clones, but they are all not as good as the original, if you look at the graphic or the feeling of playing it. Even converts at PC are not

very good. Also on fast PCs the animation speed of the objects is lowered, if there is scrolling.

My version was tested by different independent persons and all said the same: This BoulderDäsh is the best. I will not praise myself here, but test it yourself, built your own opinion and please tell me about it.

1.4 System Requirements

System Requirements

BoulderDäsh (should work) works on all Amigas with OS 2.0 or higher.

Some functions are not available under 2.0, because they presume OS3.x+ (MemoryPools,...)

From OS2.1 on BoulderDäsh is able to work multilingual.

If you want to use the additional buttons on your joypad then you'll require the lowlevel.library. (part of the Amiga-OS 3.1)

To run BoulderDäsh a minimum of 1MB is required. To use all features (Ingame music and my internal music box) more memory is required.

If you want to use BoulderDäsh on graphic boards then the RTGMaster system by Steffen Haeuser and a 68020 as minimum is required. I suggest a 68030-25Mhz as minimum. You will find the rtgmaster.library and there sublibraries on Aminet and AminetCDs. NOTE: BoulderDäsh supports only version 23 and above.

In addition to that and the standard libraries nothing else is needed.

BoulderDäsh was tested with the following configurations without any problems.

A2000-30	OS3.1 1MB Chip and 8 MB Fast
A2000	OS3.1 1MB Chip and 4 MB Fast
A2000	OS3.1 1MB Chip
A2000	OS3.0 1MB Chip and 4 MB Fast
A2000	OS3.0 1MB Chip
A2000	OS2.1 1MB Chip and 2 MB Fast
A2000	OS2.1 1MB Chip and 4 MB Fast
A500	OS2.0 1MB Chip
A500	OS2.1 1MB Chip
A500	OS2.1 1MB Chip and 1,8 MB Ranger Fast
A500	OS2.1 1MB Chip and 2 MB Fast
A1200-20	OS3.0 2MB Chip
A1200-30	OS3.0 2MB Chip
A1200-30	OS3.0 2MB Chip and 4 MB Fast
A1200-30	OS3.0 2MB Chip and 8 MB Fast
A1200-30	OS3.1 2MB Chip and 4 MB Fast
A1200-30	OS3.1 2MB Chip and 8 MB Fast

CD32	OS3.1 2MB Chip
CD32-SX1	OS3.1 2MB Chip and 4 MB Fast
A4000-30	OS3.0 2MB Chip and 16 Fast
A4000-30	OS3.1 2MB Chip and 16 Fast
A4000-40	OS3.1 2MB Chip and 16 Fast

1.5 Features

Features

- \textdegree{} 1:1 Clone of the Original!
- \textdegree{} Multitasking available!
- \textdegree{} Online help!
- \textdegree{} Local support.
- \textdegree{} Programmed in Commodore Styleguide.
- \textdegree{} Softscrolling and full speed also under a MC68000.
(no jerking with the animation's or the scrolling)
- \textdegree{} Graphic board compatible via RTGMaster.library V23+.
Allows up to 256 colors.
- \textdegree{} more than 5733 caves in this edition!!
- \textdegree{} 35 different graphic sets.
- \textdegree{} 6 different character sets.
- \textdegree{} 5 different sample sets.
- \textdegree{} 6 ingame tunes.
- \textdegree{} All adjustments are possible per Gadtools-GUI.
- \textdegree{} Enlarged by more game elements (FALSE stones, FALSE Metal,...)
So new interesting possibilities within the levels are possible.
- \textdegree{} The size of the levels is free (Under OCS/ECS/AGA it depends on ↵
ChipMem).
- \textdegree{} The highscorelist is automatically handled for each game.
- \textdegree{} Comfortable Level Editor.
- \textdegree{} Different gravitation directions.
- \textdegree{} Game Editor for creating complete games.

\textdegree{} With the help of a paint program an own graphics can be created.

\textdegree{} With the help of a sampler own sounds can be created.

\textdegree{} Create your own ingame music by using Protracker.

1.6 Distribution

Distribution

The Official BoulderDäsh-CDROM

The contents of the original BoulderDäsh-CDROM isn't Shareware! It's not allowed to copy the CD or part of it!

The shareware archive

This program may be published on every public medium, as long as all files in the archive are unchanged. If this medium is a CD I expect a free copy. (Aminet-CDs excluded)

BoulderDäsh is Shareware. Some features are not available without a keyfile.

I expect from everybody, who uses BoulderDäsh regularly, to register immediatly. I think this does not hurt anybody, and I will have more fun to integrate new features or write a new game.

Updates may be requested from Aminet.

I am not liable for injuries or data loss caused by BoulderDäsh. The use of BoulderDäsh is your own responsibility !!!

1.7 How to register ?

How to register ?

BoulderDäsh registration is very easy. After registration you are able to use the complete programm.

Send me following things:

\textdegree{} Your personal data (for the keyfile) and the name of the program.

\textdegree{} Shareware fee about 20DM

\textdegree{} A floppy disk (for the main archive)

\textdegree{} An envelope with stamps for about 3DM.

And you'll get the latest BoulderDäsh version including a keyfile.

People, registered before keyfiles were introduced, need not send

money. (-8

You needn't send me the disk and the envelope, if you send me 30 DM or transfer it to my account. I think this is quite fair. I want to program and I don't want to buy envelopes, stamps and disks. And from 20 DM won't be a lot left for me.

I don't make any exceptions concerning sending back disks. If you don't send an envelope or a disk, you are registered, but you don't have anything of this. you can come personally and get your disk or you must pay more.

If you'd like to get your key file via internet or fido, please send the money and your PGP key. Via Fido net I only send key files within Germany (Crash).

Important:

I need your full address with christian and surname, your street and your living place and very important the name of the programm you want to register.

1.8 Restrictions of this unregistered version

Restrictions of this unregistered version

The unregistered version of BoulderDäsh has some limitations:

\textdegree{} Only the first levels of each game are playable.

\textdegree{} C64 and Atari level loader are not available.

\textdegree{} You are not allowed to modify start level and the number of lives.

\textdegree{} The replace menu of the game editor is not available.

\textdegree{} The solve menu of the game editor is not available.

After registration all this features are full available.

1.9 How to Install BoulderDäsh

How to Install BoulderDäsh

To install BoulderDäsh please use the original Commodore Installer. It creates a directory, in which BoulderDäsh is installed.

If you do not like BoulderDäsh, you can delete the whole drawer to destroy BoulderDäsh completely.

Assigns, path-adjustments or insertments into the User-Startup are not necessary. Only if you are so enthusiastic, that you want to start BoulderDäsh in the User-Startup. (-8

1.10 How To Play

How To Play

After you have started a game, the screen scrolls to a blinking block, the In.

After some seconds it explodes. Rockford appears here, the hero of the game. It is possible to decrease this delay by moving the stick in one direction.

His task is the following one: He has to collect a determined number of diamonds in a determined time and must then move to the Out to leave the level.

It is very simple. After installing BoulderDäsh the default game (BDash_I_Level1.game) is selected. This game is a perfect beginner game and it should explain any questions.

Keyboard Functions

These brackets "[" "]" are describing the CD32 joypad buttons

With the cursorkeys you can move Rockford via keyboard. The keys Shift, Alt and Amiga have the function of the firebutton.

If you get into a situation with no way out, you can blow up Rockford by pushing the ESC-key [BLUE]. After each loss of Rockford it is the turn of the next player. If you play alone, it is logically your turn.

Press the spacebar [PLAY/PAUSE] to activate and deactivate the pause.

You are able to return to the Workbench by using the help key. If you click onto the workbench menu point you can continue your BoulderDäsh game. NOTE: This is only available if RTG is disabled! During RTG mode switch the Screen by using Amiga-M

Pressing left Amiga and "M" is like pressing help!

By pressing F1/F10 [GREEN and YELLOW together] you can leave the game immediately and get back to the menu or leveleditor. There is no way to continue the game !!!

The following keys are for the music player. For further information consult the music player chapter.

Press the "M" key to cycle the music playing mode. These playing modes are used: "Effects only", "Music only" , "Music and Effects". Note:

Depending on the module not all modes are available.

"1" : [GREEN] Music player on/off

"2" : [FORWARD] Next music

"3" : [REVERSE] Previous music

"4" : [GELB] Change play mode.

"5" : Change music prefer mode.

1.11 The Game Elements

The Game Elements

If it is not mentioned in another way all elements have the following properties:

\textdegree{} disappear, if they explode
 \textdegree{} Flies, ghosts or rockford cannot run through them.
 \textdegree{} stones, diamonds and eggs are unable to tilt down on one side

Ground	Ground - Fake
Space	Space - Fake
Diamond	Stone
Egg	
Metal	Metal - Fake
Wall	Magic Wall
Growing Wall - (left/right)	Growing Wall - (up/down)
Water	Slime
Butterfly	Firefly
Stonie	
Rockford	Rockford Twin
In	Out
Out - blinking	Out - Fake
User Block	Gravitation Arrow
Space Background	

1.12 Elements: Ground

Ground

Rockford can run through it and a space is left on this place.
 Stones, Diamonds and eggs lay on the ground and cannot tilt down at one side.

1.13 Elements: Ground - Fake

Ground - Fake

Rockford can't run through it. Stones, Diamonds and eggs lay on this ground and cannot tilt down at one side.

1.14 Elements: Space

Space

Allows diamonds, stones, eggs, Flies and rockford free movement.

1.15 Elements: Space - Fake

Space - Fake

This space works exact like a wall but it is invisible.

1.16 Elements: Diamonds

Diamonds

Can be collected by rockford.

1.17 Elements: Stones

Stones

Rockford can push them vertical to the gravitation, if there is a space behind the stone in that direction, it should be pushed.

1.18 Elements: Eggs

Eggs

An egg is working like a stone. But there is one execption. If you drop a stone, diamond or an other egg on it, the egg breaks and a diamond appears.

1.19 Elements: Metal

Metal

Metal can not explode.

1.20 Elements: Metal - Fake

Metal - Fake

Acts like metal, but it is able to explode.

1.21 Elements: Walls

Walls

Is only an obstacle and does not help in any way. stones, diamonds and eggs are able to tilt down on one side, if it is allowed by the environs. ↩

1.22 Elements: Magic Wall

Magic Wall

If a stone falls down on a magic wall and underwards the wall there is a space, so the wall becomes active and changes the stone into a diamond. In return a diamond passing the magic wall changes into a stone. An egg will be transformed into a firefly. If there is no space underwards the magic wall stones, diamonds and eggs passing it will be absorbed. The length of active time of a magic wall can be given different in any level. If the magic wall has switched off itself, it cannot be activated again.

1.23 Elements: Growing Wall (left/right)

Growing Wall (left/right)

As soon as this element discovers a space left or right next to it, it grows in this direction.

1.24 Elements: Growing Wall (up/down)

Growing Wall (up/down)

As soon as this element discovers a space up or down next to it, it grows in this direction.

1.25 Elements: Water

Water

Water grows after a defined growing rate and spread through ground and space.

As soon as a defined quantity of water is reached, all water elements turned to stone.

If there is no way for the water to grow more, then it will turn to diamonds. But there is one exception: If the water was never able to grow nothing happens until one grow.

Some levels are using a special feature. If a magic wall is activated all water will turn into diamonds.

1.26 Elements: Slime

Slime

Slime permits diamonds, stones and eggs to go through it , because it is viscous. This viscosiosity can be adjusted. This only takes place, if there is a space under the slime.

1.27 Elements: Butterflies

Butterflies

Moves through the spaces of the whole level. If they touch water or are crashed with a stone, they explode to nine diamonds.

See also: firefly, stonie

1.28 Elements: Fireflies

Fireflies

Moves through the spaces of the whole level. If they touch water or are crashed with a stone, they explode to nine spaces.

See also: butterfly, stonie

1.29 Elements: Stonie

Stonie

Stonies are very social. If they are hit by a stone or touch water, they explode to nine stones.

Both things only happen if they are not asleep. Stonies stay as long asleep as the stone is without movement, so the stone cannot fall down. A sleeping stonie acts like a normal stone and can be pushed by rockford as well.

Once awoken stonies move through the spaces of the whole level.

See also: butterfly, firefly

1.30 Elements: Rockford

Rockford

Can be moved by yourself. Rockford can move through space and ground.

If Rockford crosses ground, afterwards there will be space. If you press the fire button, Rockford frees the place next to him. He can remove one element ground in every direction without moving himself.

If there is a stone, egg or a sleeping stonie horizontal next to Rockford and behind the stone there is a space, Rockford can push this stone(-ghosts). With the fire button Rockford can push the stone without movement.

There is danger for Rockford because of killing by butterflies and fireflies. If this happens Rockford explodes.

1.31 Elements: Rockford - Twin

Rockford - Twin

He looks like rockford. If he thinks a butterfly or a firefly, the Rockford-Twin explodes, and with him Rockford himself, too. The twin must be protected by rockford.

1.32 Elements: In

In

rockford enters the level with the help of this element. There may be a few Ins in one level. If this happens, many rockfords enter this level. All rockfords are directed by the player simultaneously.

1.33 Elements: Out

Out

This is the exit of the level. But it isn't blinking!

1.34 Elements: Out - Blinking

Out - Blinking

This out works exactly like a out, but this time it started blinking, if all diamonds are collected.

1.35 Elements: Out - Fake

Out - Fake

Starts blinking, if all diamonds are collected. But it is not an exit.

1.36 Elements: Gravitation Arrows

Gravitation Arrows

This element is present in each direction once. If rockford runs again such a block, the gravitation changes in the direction of the arrow on the element.

1.37 Elements: User Block

User Block

This element behaves like a normal wall.

1.38 Elements: Space Background

Space - Background

This Element is only important, if you want to create own caves. If you are a Player then skip this part.

Space - Background is always empty but rockford is not able to move through this element. Do not use this Block to create a labyrinth or something like this, because the user (player) is able to select an other graphic set via game settings and override your specified graphic set. For example "FutureAmiga" this Block is empty, but the real space is full of stars.

What are this Blocks good for?

Since BoulderDäsh 3.0 and on a request by Thomas Sahling it is possible to remove the Level border. If you define a level that looks like a Circle, than you need something around. spaces need cpu time, because there is always an animation, even if you can not see this. In addition to that space animations are not wished every time. Short: If you want to fill an area with space and rockford is not able to enter this area, then use this block.

If this is not 100% clear then keep a look on the included level "BoulderDäsh/Little.int".

1.39 Own Graphic Sets

Own Graphic Sets

Beside the enclosed graphics you can create own graphics, too. All you need is a paint program and some talent.

If you have created own graphics, you can send them to me and I will admit them into my archive, after some testing.

All graphics of BoulderDäsh are Lores-IFF-pictures. Each picture consists of a complete graphic. So load a picture and change the graphic then.

Some advice you should read first, because this advice can save you a lot of annoyance and work.

1. picture size

The picture should have the loosening Lores with 8 or 256 colors and should not consist of masks. BoulderDäsh should not have problems with other sizes, but these pictures will need a lot of needless space on your hard disk. 256 Color graphics are available in RTG Mode only. The first color is always black. Do not modify colors 0 and 248-255. These colors are reserved for later use and may change. If you want to create a graphic set that is OCS/ECS/AGA compatible 8 colors are the limit.

2. Block Size

Every block consists of 16*16 pixel.

3. The position of the single elements

The arrangement of the single blocks is very simple. So please look at the added graphics. If you need a little help, please look at the Table.

4. Scanner

The scanner is a feature, which is integrated into the routine of loading. So we take the animation of Rockford, for example. You paint an animation to move Rockford to the left and then, if you load BoulderDäsh, it recognises, that you have not painted the animation to move Rockford to the right. Now BoulderDäsh copies the animation for the left and turns it around. This work also the other way round.

The following blocks will be copied :

Earth <=> Fake_Earth
Metal <=> Fake_Metal <=> Metal_Moving_Block
Stone <=> Stonie asleep
Wall <=> Growing Wall left/right <=> Growing Wall up/down
Rockford left <=> Rockford right (all Animation-steps)
Diamond_0 <=> Egg_0 <=> Egg_1 <=> Egg_2 <=> Egg_3

From each of these types, there must exist one of the equivalents. If there is a type missing, than the requester sends the message: "Graphic incomplete"

Out <=> Fake Out <=> In (not only open, but also closed)

If there does not exist any type of In/Out, then the closed type consists of metal.

IMPORTANT :

Each copy within a block cannot take place, if there is a pixel in it, which is not the colour of the background.

Each block, which only consists of the colour of the background, is empty.

All block, which are not mentioned here, must be available to start the game.

5. Animations

For all animations there is space for eight steps. If you need less than eight steps for your animation, please take a zero (colour of the background) for all steps you do not need and the animation will be ended earlier. Please pay attention the fact, that after an empty block all the other graphics of this animation will be ignored.

6. Speed of the Animations

The speed for every animation can be adjusted. This is possible by adjusting of the Tooltypes in the info-data of the particular graphic-data.

7. The Colors

It is possible to create a colorful graphic set by using the Tooltypes and the ColorSetHandler.

1.40 The Included Graphics

The Included Graphics

Here is a list of the single graphics and their authors :

Guido Mersmann :

ClassicAmiga.gfx
FutureAmiga.gfx

Joona Palaste :

Arctic.gfx
Black&White.gfx
Christmas.gfx
Computer.gfx
Egyptian.gfx
Fantasy.gfx
Funky.gfx
Icons.gfx
Jewel.gfx
JokeAmiga.gfx ;like ClassicAmiga but everything twisted
LCD.gfx ;my favourite
Medical.gfx
Moria.gfx
Neon1.gfx
Neon2.gfx
PacMan.gfx
Pastel.gfx
Psychedelic.gfx

Small.gfx
Space.gfx
Spooky.gfx
Techno.gfx
UnderWater.gfx
Western.gfx

Beastmaster :

ClassicC64.gfx
ClassicC64Pumpkin.gfx
FutureC64.gfx

Thomas Richter :

Lemmings.gfx

Thomas Richter2 :

Classic800XLPro.gfx

Marko Suominen :

Graveyard.gfx ;This is brilliant!!

Timo Hegemann :

Habich256.gfx ;This is brilliant (256 Colors)
Habich64.gfx
Grablinge256.gfx ;This is brilliant (256 Colors)
Grablinge64.gfx

I want to thank all authors again.

Sometimes I have changed the arrangements of the graphics or added new ones to support new features.

1.41 Own Character Sets

Own Character Sets

Beside the enclosed character sets you can create own Characters, too.
All you need is a paint program and some talent.

The font is formatted in Lores with 1 plan and should not be filed in another way. BoulderDäsh can load other formatted graphics, but this files are needlessly long and reading them takes much more time.

Each symbol is 16 Pixel wide and 8 Pixel high.

1.42 The Included Character Sets

The Included Character Sets

Here is a list of the single character sets and their authors :

Guido Mersmann :

ClassicAmiga.fnt
FutureAmiga.fnt

Beastmaster :

ClassicC64.fnt
FutureC64.fnt

Marko Suominen :

Graveyard.fnt ;fantastic! Try this with Graveyard.gfx !!

I want to thank all authors again.

Sometimes I have changed the arrangements of the characters or added new ones to support new features.

1.43 Own Sample Sets

Own Sample Sets

If you have an own sampler and adequate software, you can create own samples for your BoulderDäsh game.

Create a new drawer in the directory "SampleSets" and copy your samples to this drawer. In the Game Settings you can now choose your sample sets and you can hear your own samples while playing.

But you must pay attention to some important things:

- 1.The samples must be in IFF 8SVX format. This shouldn't be a problem, because nearly every software generates this format. for Amiga it is the most used format.
- 2."Diamond" and "TimeOut" should sound right for c octave 2. For the MED sampler this adjustment is default. C-2 corresponds to a hardware period of "428".
- 3.BoulderDäsh also realizes which samples do exist. This are the supported sounds and their qualities:

\textdegree{} "LevelIn"-Sound and "LevelOut"-Sound depend on each other. So if ↔ one of them doesn't exist, it will be replaced by the other one. This means,

that after collecting the last needed diamond the "LevelIn"-Sound appears, if you don't have a "LevelOut"-Sound.

\textdegree{} "StonePush"-Sound is also replaced by the "Stone"-Sound, if it doesn't exist. ←

\textdegree{} "GravitationArrow"-Sound is also replaced by the "Collect"-Sound, if it doesn't exist. ←

At the moment BoulderDäsh supports following sounds:

"Explosion.SND"	(I don't know (-8)
"Stone.SND"	(Stone falls)
"Diamond.SND"	(Diamond falls)
"TimeOut.SND"	(TimeOut Sound)
"Dig_Space.SND"	(Digging through space)
"Dig_Earth.SND"	(Digging through earth)
"Water.SND"	(is played cyclic)
"MillingWall.SND"	(is played cyclic)
"Collect.SND"	(Rockford collects a Diamond)
"LevelIn.SND"	(Rockford appears into the level)
"LevelOut.SND"	(collection of the last needed diamond)
"StonePush.SND"	(sound for pushing)
"StonePushFailed.SND"	(sound for failed push)
"GravitationArrow.SND"	(ONLY if gravitation changed by Grav.arrow)
"Background.SND"	(is played cyclic)

The names of the sounds must be written right. Otherwise BoulderDäsh doesn't find them.

1.44 The Included Sample Sets

The Included Sample Sets

Here is a list of the sample sets and their authors :

Guido Mersmann :

Classic (Original C64 Sounds)

Thomas Sahling :

Classic800XL (Original Atari 800XL Sounds)
Future (Selfmade)

Marko Suominen :

GraveYard

Thomas Richter2 :

Classic800XLPro (Original Atari 800XLPro Sounds)

I want to thank all authors again.

Sometimes I have changed the arrangements of the samples or added new ones to support new features.

1.45 Own Music

Own Music

Beside the enclosed modules you can create your own game music, too. All you need is a ProTracker compatible music editor and some talent.

If you have created own module, you can send them to me and I will admit them into my archive, after some testing.

After creating a music you must specify unused or not so important voices via ToolType. This allows BoulderDäsh to use as much voices as available for in game effects.

1.46 The Included music

The Included music

Here is a list of the single modules and their authors :

Guido Mersmann :

BoulderDäshClassic.mus

Ruben Monteiro :

InGame1.mus

InGame2.mus

InGame3.mus

InGame4.mus

TitleAmiga.mus

I want to thank all authors again.

1.47 FAQs

FAQS

The Installation:

The game is on CD! Is it possible to save settings etc.?
Is it possible to update a CD version?

The Keyfile:

What is a keyfile?
Where should I place the keyfile?

The game:

BoulderDäsh does not run!
After playing a while BoulderDäsh denies keyboard usage!
The keyboard control is not very useful!
The Joypad is not working correct!
Why can't I start BoulderDäsh and the Level editor?
How can I reopen the screen mode requester?
How can I speed up the game?
Memory problems on game start, but the level editor works fine!
While playing sometimes mysterious mistakes in the spaces appear!
All included intermissions are to big!
LevelOut isn't blinking!

The CD32:

Can I use a keyboard on my CD32?
Is it possible to save scores and settings on my CD32?

Level editor:

Why can't I start BoulderDäsh and the Level editor?
Why it isn't possible to run the level editor?
All included games are using the same color!
The color set selector is sometimes working wrong!

Game settings:

How can I change the RTG game/title screen mode?
Changing start level and lives is not possible!
The player names are lost!

Hiscores:

I don't understand the Hiscores!
Where are my scores, if I load a new game?

Music player:

The music player isn't working!

Record and Playback of caves:

Why is the play feature not always working?

Own games and levels:

Own levels!

After starting a level, Rockford does not appear. Why?

The structure of the game!

Own graphic and color sets:

In my own graphics all animations are wrong!

My animations are too short!

What is a Chunk?

What is a BDMP-Chunk?

CMAP-Chunk not found!

BODY-Chunk not found!

BMHD-Chunk not found!

Other:

This manual is formatted with centered blocks. How?

1.48 FAQ - The game is on CD! Is it possible to save settings etc.?

The game is on CD! Is it possible to save settings etc.?

Create a drawer on your hard disk. e.g "games:BoulderDäsh". Now you must add the following line to your user-startup:

Assign BoulderDäsh: games:BoulderDäsh

After restarting your system you are able to play the game like you ever did, but all savings are done on hard disk.

1.49 FAQ - Is it possible to update a CD version?

Is it possible to update a CD version?

You are playing BoulderDäsh direct on CD and you want to update this CD by a normal BoulderDäsh update archive? This would save much hard disk space?

No Problem! There is no specific CD required. Just the Archive should be stored decrunched on CD. (Crunched is also possible by using the ARC handler, but this is for experts only)

Install your update on hard disk. After installation add the following ToolType to the icon of the BoulderDäsh main program. (Of course on hard disk.)

```
AddPath=CDName:Path/BoulderDäsh
```

After the equal the position of the BoulderDäsh-drawer on your CD is required. Only specify the boulderDäsh-drawer and not the BoulderDäsh file. You should also remove the BoulderDäsh:-assign, if you had created one.

An other possible way is to assign "BoulderDäsh:" via user-startup:

```
Assign BoulderDäsh: CDName:Path/BoulderDäsh Path
```

I recommend the first version, because this user-startup assign uses memory even if you are not playing BoulderDäsh.

After these adjustments it is required to start BoulderDäsh always from hard disk to run the newest version. The CD is also always required.

1.50 FAQ - What is a keyfile?

```
What is a keyfile?
```

A keyfile is a very small file. In the most cases it is not longer than 512 byte.

These files contain specific information about the owner and a lot of security data.

Placed correctly this little file works like a key. It is enabling features or disabling nerv requester.

Do not copy your keyfiles to other people, because you are the owner and only you got a licence to use the programm using this key. It is very easy to find the original owner of a keyfile, even if it is patched, so be as careful as it is your home key.

1.51 FAQ - Where should I place the keyfile?

```
Where should I place the keyfile?
```

There are several possible positions:

```
"S:BoulderDäsh.key"           ;the script drawer
"BoulderDäsh/BoulderDäsh.key" ;the program drawer
"BoulderDäsh/Keyfile/BoulderDäsh.key" ;the programm/keyfile drawer
```

1.52 FAQ - BoulderDäsh does not run!

BoulderDäsh does not run!

BoulderDäsh needs some libraries, which are added at the original Workbench. Please guarantee, that "asl.library" and "iffparse.library" are in the Libs-Directory.

1.53 FAQ - After playing a while BoulderDäsh denies keyboard usage!

After playing a while BoulderDäsh denies keyboard usage!

This problem effects non RTG mode only, but if you are using an Joypad then you should also read the joypad chapter!!

BoulderDäsh is running in multitasking since version 3.56! This may cause problems, because BoulderDäsh is using the blitter hardware very intensive (up to 11000 blitter copies each second (NTSC 13200)), so there is no time for system blitter action.

If the operating system is trying to use the blitter it is going to sleep until the blitter is free. BoulderDäsh is using the input.device for keyboard input and if the OS is sleeping there is not device activity. The point is, that you MUST stop all programmes that open/close windows or use the graphics.library (blitter) in any way.

In the most cases these programmes are Workbench Eyes, Clock tools and of course awakener tools.

In such situation press the left mouse button to quit the game. When you using a joypad and the lowlevel.library, the only way to quit is to press the green and the yellow at once.

1.54 FAQ - The keyboard control is not very useful!

FAQ - The keyboard control is not very useful!

On slow systems it may happen, that the AmigaOS has not enough time to process the keyboard handling. In this cases the keyboard input is delayed and a good gameplay is impossible. There is no way to avoid this, because this is a step back.

The joystick control is always working perfect.

1.55 FAQ - The Joypad is not working correct!

FAQ - The Joypad is not working correct!

Well! Make sure that the `lowlevel.library` is installed! Without BoulderDäsh is using the Pad like a Joystick!

It may take a while, after first using the `lowlevel.library`. The autodetection may take a few seconds. Just move around until rockford is moving. If nothing happens something goes very wrong. This is not a BoulderDäsh bug.

Note: Just try to plug your JoyPad into the other port. BoulderDäsh is detecting it when using the `lowlevel.library`. Without `lowlevel.library` the normal joystick port will be used.

But there is a problem when using the `lowlevel.library`. On some systems the joypad isn't working correct.

It is very easy to describe the problem! The additional buttons (GREEN, YELLOW, PLAY, REVERSE, FORWARD)) aren't working! Actually they are working when combined.

Currently it seems that only ECS Systems are effected. If there are additional problems on other machines let me know.

1.56 FAQ - How can I reopen the screen mode requester?

FAQ - How can I reopen the screen mode requester?

RTG mode only!!

Just press the Shift-key when pressing the start game button or starting the level editor.

1.57 FAQ - How can I speed up the game?

FAQ - How can I speed up the game?

Graphic board

If you are using a graphic board you should set the screen dimensions to 320*200. Most boards should work fine if you only disable the fullscreen option. This should be enough to get full speed when using a 68030/25Mhz. A faster computer should be able to allow bigger screens.

Without graphic board

Generaly you should disable RTG to get maximum speed. If you simply want to check out RTG, or just want to use more than 8 colors, then you should reduce the screen dimensions to 320*200 and 8 colors. Some graphic sets (e.G.Classic#?) allow the usage of 4 colors.

1.58 FAQ - Why can't I start BoulderDäsh and the Level editor?

Why can't I start BoulderDäsh and the Level editor?

If there are no levels in memory, this buttons are blocked. Please load a game, or create one level as minimum.

1.59 FAQ - Memory problems on game start, but the level editor works fine!

Memory problems on game start, but the level editor works fine!

This problem effects non RTG mode only!!

This is all right. BoulderDäsh needs in a game the game size of the biggest level and allocated this right at the beginning. If you edited in the Editor a size of 40*22, so there can also appear a level with , for example, 40*40 in this game. And in your case for this size there isn't ChipMem free. Try to close windows and screens to save ChipMem. If this doesn't help, quit BoulderDäsh as well and restart it, because of this ChipMem will be defragmented. If this also doesn't help, remove the big level out of the game.

1.60 FAQ - While playing sometimes mysterious mistakes in the spaces appear.

While playing sometimes mysterious mistakes in the spaces appear.

This effect isn't a mistake, but it shows you, that you have just got a bonus life.

1.61 FAQ - All included intermissions are to big!

FAQ - All included intermissions are to big!

This problem effects non RTG mode only!!

The intermissions are 100% ok. It is the game. One additional screen line and the game is unplayable slow, so I decided to remove this line.

1.62 FAQ - LevelOut isn't blinking!

FAQ - LevelOut isn't blinking!

\textdegree{} There is a level out that isn't blinking. Some level contain ↔ this special out.

\textdegree{} The selected graphic set contains no out animation. The ↔ included graphics are supporting full animation.

But there is an additional reason why the blinking is missing:

This problem effects RTG mode only!!

It may happen that your computer is to slow to update the screen 50 times a second. The out animation in the most cases contains 2 animation phases only (open/close). If the screen update requires more than 1/50 second each second animation phase will be scripted, so it stays closed.

To avoid this problem read the chapter about speeding up BoulderDäsh.

1.63 FAQ - Can I use a keyboard on my CD32?

Can I use a keyboard on my CD32?

Yes! It is possible to connect an Amiga Keyboard and the CD32!

Some Amiga keyboards are already PS/2 compatible. All other (e.G the A2000) require a little hack!

This can be done by using a standard PS/2 keyboard adapter. If you want save money then you are able to create your own.

I am not responsible for any hard or software damage! You do this on your own risk!

If you want details or just other solder plans then visit the aminet (hard/hack or hard/misc).

A2000 Connector (view onto the female connector)

\textdegree{}3	\textdegree{}1	Pins:	
\textdegree{}5	\textdegree{}4	1 Clock	4 GND
\textdegree{}2		2 Keyboard Data	5 +5v
	3-		

CD32 Connector (view onto the female connector)

\textdegree{}5	\textdegree{}6	1 _TxD	4 GND
\textdegree{}3	\textdegree{}4	2 Keyboard Data	5 _RxD

\textdegree{}1	\textdegree{}2	3 +5V	6 Clock
----------------	----------------	-------	---------

Your both connectors should be numbered as well, so there won't be any problem. Just connect these pins by using a 4 wire cable. Don't forget to connect the shielding on one the keyboard side.

A2000		CD32
1	Clock	6
2	Keyboard Data	2
4	GND	4
5	+5V	3
Shield	Shielding	not connected here

1.64 FAQ - Is it possible to save scores and settings on my CD32?

Is it possible to save scores and settings on my CD32?

Currently there is no way to store BoulderDäsh's scores and settings, because BoulderDäsh requires a lot of space and the CD32 internal flash memory is very small.

1.65 FAQ - Why it isn't possible to run the level editor?

Why it isn't possible to run the level editor?

To edit a level you must delete the original game or you must load a game you have created yourself. As soon as the original game is not any more in the editor, you have all possibilities of changing it.

1.66 FAQ - All included games are using the same color!

All included games are using the same color!

There are three cases in with this may happen:

\textdegree{} The LevelColor switch in the Game Settings - Data Sets-window is disabled. ↩

\textdegree{} An icon file is missing. It is not wise to delete any BoulderDäsh icon, because they contain important information about music, title pictures and graphics. Without these information BoulderDäsh is not working perfect. ↩

\textdegree{} You killed the colors by using a paint programm. BoulderDäsh is storing ↩

the different level colors in the picture file itself. For more information visit the chapter ColorSetHandler and the Chunk-FAQ.

1.67 FAQ - The color set selector is sometimes working wrong!

The color set selector is sometimes working wrong!

It is required to switch on the Level Data and Level Colors gadgets

If not, the graphic set selected via level settings isn't used.

1.68 FAQ - How can I change the RTG game/title screen mode?

How can I change the RTG game/title screen mode?

After saving the screen mode the screen mode requester only appears when pressing shift. So just press the key and start the game.

The title picture only appears on game startup, so switch title picture and RTG on. Don't forget to save the settings and quit BoulderDäsh. The next time you run BoulderDäsh via CLI or WB press the "Shift" key until the screen mode requester appears.

1.69 FAQ - Changing start level and lives is not possible!

Changing start level and lives is not possible!

This feature is available for registered users only.

1.70 FAQ - The player names are lost!

The player names are lost!

If you open in the Game Settings the request button Name Settings you can change the name. Afterwards you have to save the changing, to restore them for the next games.

1.71 FAQ - I don't understand the Hiscores!

I don't understand the Hiscores!

In this game the aim is to absolve all caves. Theoretically someone with 1 score, who was defeated in cave 20 can be on place 1 of the highscores.

1.72 FAQ - Where are my scores, if I load a new game?

Where are my scores, if I load a new game?

They are on hard disk or floppy disk. Every game contains an own score list, because otherwise the statements of the highscores are too complex. If you load the old game again, your highscores will appear again.

1.73 The music player isn't working!

The music player isn't working!

Several thing may go wrong:

\textdegree{} There is not enough memory to store the audio tracks. Disable the data cache via Game Settings to save memory. Do not run other programs! ↔

\textdegree{} The music player isn't enabled. Change the music player state to "on" or "standby". ↔

1.74 Why is the play feature not always working?

Why is the play feature not always working?

Some timing problems may cause the play back not to be successful.

These timing problem ranges within micro seconds, but this little delay may cause a desaster. Under normal conditions this problem should only appear in caves containing milling walls, water and earthquakes.

You are able to avoid this problem! For example don't depend on a succeed milling during the last milling wall second. This may work on your machine, but on other faster/slower machines your record may cause that the milling wall isn't milling this stone.

But there is no way to avoid this bug in a water cave, when the

water growing time expires. This rate change may come some misco seconds to early or to late, so there is no way workaround. In the most cases the water growing time indicates a game lost, so this bug doesn't matter.

I'll try to fix this problem, but it is not very easy. The ingame timing is very difficult.

1.75 FAQ - Own levels

Own levels

If you create own levels, do not overload them. Taking less elements is mostly more than it seems. So please do not take all elements in one level, but create your own ideas and make the game more interesting because of this.

1.76 FAQ - After starting a level, Rockford does not appear. Why?

After starting a level, Rockford does not appear. Why?

Every level needs an In. You have forgotten to set one while you have edited a level. Add this in the Level Editor and Rockford will appear in the next game.

1.77 FAQ - The structure of the game

The structure of the game

Intermissions should appear in regular intervals, to give the player the chance of involving these lives into the game. This will raise the charm of the game, because a player with no more lives, who knows that an intermission follows the present level, where he can get a bonus life, can survive a lot of other levels afterwards.

1.78 FAQ - In my own graphics all animations are wrong!

In my own graphics all animations are wrong!

BoulderDäsh runs all eight steps one after another. This means that it starts again, when the last step is reached. Please test, if this step is fluent.

1.79 FAQ - My animations are too short!

My animations are too short!

Within animations there must not be empty blocks, because BoulderDäsh thinks this is the end of the animation.

1.80 FAQ - What is a Chunk?

What is a Chunk?

Amigas IF-Format (IFF) is very special. For example a picture is separated in different sections called: Chunk!

Each section is defined by a 4 byte name, like "BODY". The "BODY" chunk contains only the pixel map of a picture. In a sound file this "BODY" contains the RAW sample. The "CMAP" contains only colors. And so on. For each Type of data there is a CHUNK.

The cheat is that there are no restrictions what chunk and how many chunks are included in one file. So it is possible to include sounds within a picture.

But what is a paint program doing when loading a picture containing audio information? Well it is searching for picture information, so it is only reading the "ILBM" section, which means 'Picture'. The other unknown data (e.g. "8SVX" = Sample) will be ignored.

BoulderDäsh is using this feature to store additional color information within the graphic sets.

1.81 FAQ - What is a BDMP-Chunk?

What is a BDMP-Chunk?

BoulderDäsh is storing the colors of the different levels in the graphic set itself. This is done by using a new Chunk (BDMP). This chunk contains all colors and their names. It is not possible to use a paint program to handle the color sets, so I wrote the ColorSetHandler.

The BDMP-Chunk may be stored within a graphic set or may be stored in another file specified by using the graphic set tooltypes.

1.82 FAQ: This manual is formatted with centered blocks, How?

This manual is formatted with centered blocks, How?

This question is very old. I write all AmigaGuide text file by using GoldED. GoldED makes it very easy. Just open the "miscellaneous" settings and setup the fold markings ("@NODE" and "@ENDNODE"). Now you are able to open and close every node as an own document.

But now the question. The problem is the link structure within the text. GoldEDs internal block format is not able to detect them, because it is all text. A word wrap within a link is deadly for this link. Another method is to edit the block by hand, but this is not very handy. (-8

This was the reason to write GuideFormat. GuideFormat is doing this job and it takes care about the links. I put it together with some GoldED commands with a GoldED hotkey. Now I can use it like the internal block center command.

I wrote all documentation of my programs by using GuideFormat. It saves years of my life.

And the text looks great now!

1.83 FAQ - CMAP-Chunk not found!

CMAP-Chunk not found!

The CMAP-Chunk contains information about the colors. Normaly all pictures contain such a chunk. Look at the documentation of your painting program, in which way this information is saved into the picture.

1.84 FAQ - BODY-Chunk not found!

BODY-Chunk not found!

The BODY-Chunk contains the real graphic. If this is missing, BoulderDäsh can't get information about the picture here. Look at the documentation of your painting program, in which way a picture is saved completely.

1.85 FAQ - BMHD-Chunk not found!

BMHD-Chunk not found!

The BMHD-Chunk contains the format of the graphic. If this is missing, BoulderDäsh can't find the resolution of the picture. Look at the documentation of your painting program, in which way a picture is saved completely.

1.86 History

History

This text shows like a diary, what has been changed in the different versions.

- V1.0 1987 written at a weekend. It was my first programm at the A500!!! It was as fast as the original, but it wasn't able to fasten the speed of the game. This was optimised by more intelligent screen routines and an optimised move controller. The levels were firmly integrated and there were never more than 3, because otherwise I had to enter them in the source as "dc.b DT_Metal,DT_Wall..."
 - V2.0 1995 a complete new version (changing of the routines), addition of a move controller and an intelligent screen creation routine, that runs without Double Buffering.
 - V2.1 Addition of the LevelEditor, removal of some little bugs and adaption of the Lowlevel library.
 - V2.2 New routine for the falling of the stones with correct gravitation (for each direction one)
 - V2.3 Little corrections in the Interrupt Blitter Routine
 - V2.4 Little corrections in the routine of the falling stones. Stones also tilt down at the right side. (-8
 - V2.5 New initialisation and less memory needed. With this step the weakest point, concerning the stability of the system after ending BoulderDäsh was removed. With the help of the asyncfunctions a GUI created, with is an interface between the game and OS.
 - V2.6 Local texts and new mistake requester
 - V2.7 Scrolling mistake in oversized levels corrected.
 - V2.8 Enlarged graphics in the LevelEditor and new random-functions. Mistake (software failure) in the explosion of the twins corrected
 - V2.9 Little mistakes by changing from big to small levels corrected
Little corrections in the Game-Editor
Protection-protocol included. Now you can't start my levels any more.
 - V2.10 Graphic-interface included. From now on BoulderDäsh loads all graphics as IFF-picture.
 - V2.11 Graphic and animation-scanner included. All game settings can be saved. Pattern in the ASL Requester. Paths and patterns will be saved in the game settings.
 - V2.12 The graphic is completely now. Water looks like water and the magic walls are walls, that will be animated.
 - V2.13 Little mistakes corrected : Joycontroller, time-out, LevelEditor
 - V2.14 New gravitation arrows included
 - V2.15 Bad bug under OS2.x corrected : Found by Andreas Vierkant
 - V2.16 Small discrepancies with the original levels corrected and opting the LevelCompressor.
 - V2.17 Small changes in the LevelEditor and the window for the LevelSettings
-

- V2.18 Small bugs for the Icon Starting, the ASL-Requester and the LevelEditor corrected : found by Timo Hegemann
 - V2.19 Water adjustment and slime rate changed to percent
 - V2.20 Mistake in the number of players corrected. A player got a life to much indeed. (-8
 - V2.21 Addition of the highscorelist. Every game has its own highscores now.
 - V2.22 Small mistakes in the NameRequester and in the Hiscore-Save-Routine corrected. Play the game some times to fill the highscorelist. The player names will be saved with the prefs now.
 - V2.23 Again some mistakes in the highscore routines found. Furthermore a player with the same score in the same level will be added in the highscores after the player, who is already there.
 - V2.24 Modulo mistake in the LevelEditor corrected. From time to time the levels were distorted while depressing, if the running game contains a level , which was bigger then the one to edited. small discrepancies with the levelnumbers corrected. If you win in one game, for example, 20 levels and then also win the last one, the game starts again at the beginning and the levelnumber was set to 1. This isn't good for your place in the highscores. Now the levelnumbers will be counted on.
 - V2.25 Besides some small optings in the LevelEditor you can play the edited level in the testing mode endless, no difference, if you win the level or not. The level will return. The Tilulit-Effect can be switched off specially for the LevelEditor now.
 - V2.26 Mistake in the LevelSetting requester corrected.
 - V2.27 Mistake in the Scrollercontroller found, which appears in different level sizes in one game.
 - V2.28 Following the hint of Timo Hegemann a GameOver-Intercut after the last life was added. Furthermore the long existing mistake in the scroller function was corrected. Now you can always the entry of a cave, before Rockford appears.
 - V2.29 Game information requester added and making the game format safe for the future.
 - V2.30 New font routine added and creation of a font very similar to the original. IFF-Loader, prefs requester and prefs format adjusted. Mistakes in the magic wall corrected. New score line and game notices, which are very similar to the original. Mistakes in the game information corrected.
 - V2.31 Little corrections in the documentation and in the local data done. Small graphical corrections in the LevelSetting requester done. Mistake in the sounds giving out corrected : found by Andreas Vierkant
 - V2.32 Worked in the mistake of saving games. Now the game version number is also counting. Small opting in the IFFILBM routines. GameSettings enlarged. Now you can choose, which game will be loaded while starting BoulderDäsh. Now I have found a mistake, which is also in the first Aminet Version. Every time the first player is always announced. This gets a little bit difficult with two players in the end of a game.
 - V2.32 Small correction in the move controller. Now to original levels are more compatible and the feeling is better. Now you can't explode through a left-right movement under a stone by accident.
 - V2.34 Changed the stone-falling routine. Now the stone fall 100% original. Furthermore I have corrected the small disorientation of the LevelScoller at the beginning of a new level.
-

- Mistake in the time bonus corrected and adjustment of the bonus life function to the original. Addition of the DoubleScan switch into the GameSettings. Now the owners of screens, who can only show frequencies >30Khz, can play BoulderDäsh as well.
- V2.35 Now the ChipSet will be resetted by LoadView(zero). Perhaps DoubleScan will run now, too.
300 (threehundred) new levels in 15 games added. Perhaps some levels are not playable, because the adjustment of the water/slime and the magic walls is missing.
- V2.36 Water and slime routine corrected. Now the water grows constantly and the slime is always pervious in the same way. Before this the rate falls by growing quantity of water (slime).
Mistake by creating Rockford corrected. One line wasn't active because of a mistake in version 2.28 and hasn't been activated again.
Mistake in the animationscroller of the magic wall corrected.
Bonus life effect included.
Changing water to diamonds by activating the magic wall included.
Timing-problem within the start of the level corrected.
The ghost-moving routine adjusted to the original. Now there are nearly no more incompatibilities. "Nearly no more", because all BoulderDäshs are different in the movement partly.
A more efficient LevelCompressor included, which replaces the old one.
- V2.37 UserBlock finally included into the LevelEditor. Otherwise it would be senseless. The SpaceBlock can also be animated.
Mistakes in the scroller by starting the level corrected. The ghosts already started moving while scrolling. So it could happen, that Rockford already exploded while he is created, because Rockford waited for the scroller, but not the ghosts.
- V2.38 Future-GFX included.
The animation speed can the adjusted via ToolType for every graphic font.
Mistake in the animation controller corrected.
New icons created.
- V2.39 ExplosionRoutine improved.
From now on all INs in a level will be supported. So all Rockfords coming out of an IN can be moved.
Little improvements in the TwinRoutines.
- V2.40 Mistakes in the LevelScroller corrected, which only appears, if many Rockfords appear.
Correction of a mistake by the creation of Rockford at the beginning of a level, which only appears with many Rockfords.
- V2.41 Now all twins explode, if a ghost thoughts them.
- V2.42 Modification in the protection protocol. Now also in the level frames In and Outs can be set.
Small mistakes in the explosion routine corrected. Rockford could still explode in the Out.
New PlayerName requester in the GameSettings included.
Score texts are printed concentric automatically.
Now the PlayerName can be distributed in stead of Player# optionally.
Old name requester at the end of the game removed.
New Hiscore routines included. Now there are 3 different hiscorelists for every game.
Mistake in the linkage of the windows corrected.
New LevelSetting requester included.
-

- Mistake in the New routine found.
- V2.43 Very stupid mistake in the installer script found and removed.
Hiscore cycle gadget shows now only the three valid values.
Old cheat removed and 3 new cheats added.
- V2.44 New async-functions added.
Old sound routine replaced.
New water and milling wall samples.
- V2.45 Added sample set prefs (requested by Hendrik Gels)
Better asl.library handling
- V2.46 Out-Error removed (reported by Silke Bormann)
WaterMilling bug removed
- V2.47 BoulderDäsh is playable by keyboard (requested by Sabine Lempert)
New cheat added
- V2.48 Some adjustments to stone movement routines
Delete records implemented. (requested by Andreas Vierkant)
- V2.49 Online help is now available via "HELP"-key
- V2.50 Title picture and original title theme implemented
- V2.51 Async-Requester module included and old requester routines removed
- V2.52 Now it is possible to flip back to the Workbench while the game is
paused. (requested by Hans Bergengren)
- V2.53 Online help fixed ! (reported by Timo Hegemann)
- V2.54 Titlepicture improved
Keyfile support implemented!
- V2.55 NTSC-title picture repaired ! (reported by Rickard Sandgren)
New classic title picture implemented. (requested by
Rickard Sandgren)
- V2.56 Second "Load Game"-Button added! (requested by everyone (-8)
- V2.57 NTSC-game speed adjustment (reported by Rickard Sandgren)
- V2.58 Many optimisations.
Reassembled with Async-Functions 4.0
- V2.59 Reassembled with Async-Functions 4.1
- V2.60 Some minor changes.
"BoulderDash II"-Game added.
- V2.61 Little "Default settings" bug removed.
OS2.0 Version caused a system crash if locale.library was not
present. (Reported by Large)
"Rockford'sRevenge"-Game added.
LoadGame error request fixed.
Some problems with old C64-levels solved.
All Rockford's are now able to push stones.
- V2.62 Leveleditor-ClearLevel is working again.
Score line modified.
- V2.63 "Clear game"-function modified. => No Hiscore damages any longer.
| Original C64 colors for each level. (requested by every one)
| Unregistred version denies playing all levels.
| Unregistred version denied modifying start level and lives.
| 8 new games implemented. (Thanks to Peter Broadribb)
| 2 new sample sets (Thanks to Thomas Sahling)
| 1 new graphic set
| Sample handling bug fixed. (reported by Thomas Sahling)
| Virtual data handling. (Graphic, character and sample sets)
| Error requester fixed.
| Some new options.
| Choose graphic, character and sample set for each level.
| LoadLevel is able to load Original C64 Construction Kit Caves
| (registred version only)
| 389 original C64-Caves included. (C64-Construction Kit Format)
-

- | Thanks to Peter Broadribb and Uwe Drichel
- | New sounds (StonePushFailed, GravitationArrow and Background)
- | Sample set loader is now able to extract periode from sample.
- | (requested by Thomas Sahling)
- | LevelEditor: You are allowed to edit the border. (requested by
- | Thomas Sahling)
- | Little manual rework.
- | New scroller option, to speedup scrolling. (requested by
- | Rudolph Riedel)
- | No longer blanker activation, if Boulderdäsh is returning to
- | workbench. (Requested by Silke Bormann [What's this?])
- | No longer soft freezer in pause mode. (-8
- | New Hiscore routines and format.
- | Some problems with C64-caves fixed.
- | New selector Keys. (level editor)
- | 2 new blocks (Space-Fake and Space-Background)
- | Fixed level editor animation problems. (Only with some GFX-Sets)
- | MillingWall symbol added. (little stone)
- V3.00
- V3.01 Little Bugfix. (unregistred only)
- V3.02 Some source code optimisations.
- |
- V3.04
- V3.05 Input.device handling fixed. Instead of one open and one close,
- this device was opened twice. If the game was played 9 time
- this causes an "ASL-requester auto close"-bug.
- [Reported by Michael]
- V3.06 Color sets implemented. Now you are able to select colors for your
- own levels .(During testing V3.0 there was not enough time to
- implement color sets.)
- V3.07 Small ToolType Bug removed.
- V3.08 Small game editor bug removed. An opened Level settings window
- causes am system crash after using the level editor.
- V3.09 Some game editor optimisations.
- V3.10 Color sets are now selectable via Level editor, too.
- Some internal optimisations.
- V3.11 Wrong Gadget replaced (File_kind). Now it is possible to open
- the color set selection via PopUp_kind.
- Forgot to sort after changing color sets name.
- Full FAQ-Guide rework.
- V3.12 Brrrrr! Forgot to reactivate some level editor routines. Since
- V3.10 it was impossible to create own levels. (reported by Michael)
- New random routines. (Water/Slime/Earthquake)
- V3.13 music routines implemented and
- | level support
- V3.20 adjusted.
- V3.21 Complete new preferences windows.
- | Now all settings are divided to
- | many windows and there is also a prefs files for each window.
- | This makes it easier to edit the preference and allows
- V3.50 me to do simple modifications.
- V3.51 Title picture is playing ProTracker modules.
- Additional to that, there is a music for each title mode.
- (Classic and Amiga)
- V3.52 Little window link bugs removed.
- V3.53 VBL-Frequenz is now calculated. Modified the ProTracker
- source to calculate SetSpeed commands correct.

- V3.54 BoulderDäsh default configuration depends on system configuration
- V3.55 ChipMem only music bug removed. (Reported by my good all A500-1MB)
Some catalogs script optimisations
- V3.56 BoulderDäsh is now able to load Atari-BoulderDäsh Construction Kit
cave files. (Special thanks to Achim Haertel for the information)
(registered version only)
Level load error requests fixed!
Some water optimisations and an old random generator removed.
New Water feature added. (Special thanks to Achim Haertel for the
information)
Now it is possible to decrease the level in delay my moving the
stick. This feature based on C64 features. (Again! Special thanks
to Achim Haertel for the information)
Installer rework. Now it should find BoulderDäsh in the most
cases.
Some music routine changes. Now it should work perfect.
New "in line copy"-routine. This feature is needed for
the internal music player. (Copy music during game)
New path routines to clean up my old BoulderDäsh directory
structure.
Installer script fixed.
ColorSet-Requester fixed. I hope it is now working perfect.
Some ColorSet-Requester enhancements.
Multitasking is now available.
- V3.57 Now you are able to select between Music or Effects, if
mixed mode is not available.
Amiga-M is switching to Workbench
- V3.58 Sound disabling fixed.
Music player: continues and random play included.
Audiochannel allocation included
- V3.59 Interrupts and keyboard handling depends no longer on the
lowlevel.library! This library is no longer needed.
- V3.60 Music name viewer fixed.
Load/save level path is now correct.
Emergency exit implemented. It is working like F1/F10, but it is
also working if the system is sleeping during blitter wait.
(Left mouse button)
Little keyboard bug fixed.
- V3.61 Another keyboard bug removed.
- V3.62 New 16/32 Bit Scroller and new rockford targeting.
- V3.63 Some changes for upcoming RTG implementation.
- V3.64 Graphic set loader is now able to convert planar -> chunky
- V3.65 RTG Full screen scroller is working
- V3.66 New text drawing functions. (RTG and ECS)
- V3.67 Character set loader is now able to convert planar -> chunky
- V3.68 Some changes for upcoming RTG implementation.
- V3.69 RTG included.
| Some small bugfixes.
- V3.75
- V3.76 Some RTG level editor changes.
| Cursor control and block selection reworked.
| Some ECS functions enhanced.
- V3.80 Screen preferences implemented.
- V3.81 Other optimisations. (ECS and RTG functions)
|
- V3.83
- V3.84 First version for beta testing.
-

- V3.85 RTG: Now screens >320*200 Points are working perfect.
 - V3.86 RTG: Constructions kit cursor blinking fixed.
 - V3.87 RTG: No longer mouse pointer trouble.
 - V3.88 Color sets are full available.
 - Catalogs and documentation reworked.
 - New Levelformat is handling the new color set format and converting the old.
 - Levels and color set updated.
 - Bug in game saver fixed.
 - Bug in graphics loader fixed.
 - Level editor error handling fixed.
 - UnBusyAllWindows does no longer delay.
 - V3.89 Full RTG multitasking implemented.
 - Construction kit block select cursor is now working perfect.
 - Construction kit block select isn't trashing any longer.
 - V3.90 FutureC64 graphic set reworked.
 - Color sets for the new FutureC64 created.
 - RTG: Score line colors fixed.
 - V3.91 RTG: Loader moved before open screen.
 - Small level loader bug fixed.
 - RTG: Title picture is now working on graphic boards.
 - V3.92 Double scroll speed is selectable for the level editor separately.
 - Full screen option is now working.
 - Some catalog changes.
 - V3.93 ECS: Standby mode is working again.
 - RTG: Mouse pointer blank should work now.
 - V3.94 ECS: Music player is working again.
 - C64 caves are colored again.
 - V3.95 RTG: Title pictures and the level window are centered now.
 - RTG: Score clear routine fixed.
 - V3.96 RTG: The screen mode requester title line is viewing more information about the requested screen.
 - Fake outs are invisible again.
 - Added 100 cave brutaldo boulderdash game (20 caves * 5 levels)
 - The combination stone-ghosts and water is working again. No longer system crashes. (reported by Thomas Richter)
 - A bonus-live-score of zero is now working (= bonuslive off). (reported by Thomas Richter)
 - The new input handler was making trouble, if more than one Rockford was in the cave. (reported by Thomas Richter)
 - Added game, graphics and character set by Thomas Richter.
 - No longer endless loops during switching from RTG to ECS Mode.
 - V3.97 New RTGMaster.library V23 is now required.
 - Some work arounds removed.
 - RTG: VBlank settings implemented.
 - V3.98 ColorSets wasn't working with V4 Levels, because the level file internal version count wasn't "4". All games are recompiled and working again. (Reported by Peter Schulz)
 - And there was a strange bug in the gfx-stuff. ColorSets wasn't changed until a new GraphicSet was used. (Reported by Peter Schulz)
 - I fixed the strange music bug. Now there aren't any longer noises if the music isn't ready during level startup.
 - V3.99 Small changes.
 - V4.00 Missing drawer added. No longer write protect errors when using CD editions.
 - V4.01 Two graphic sets and one character set included. (Thanks to Marko Suominen and Thomas Richter2)
-

- V4.02 Color sets are working perfect, even if other graphic sets are forced to be default.
- V4.03 The availability of the level color switch no longer depends on the level color switch. (game settings - Data sets)
- V4.04 Catalog fixes! Some keyboard shortcuts were defined twice.
- V4.05 ECS: Settings allow to force PAL or NTSC screen mode.
- V4.10 = V4.05
- V4.11 Stone ghost animation fixed. (reported by Timo Hegemann)
Atari level color support implemented. (again)
- V4.12 "Game has been changed"-requester implemented.
Menu added.
- V4.13 Hard Hiscore-Bug removed. (reported by Hans-Dieter Becker and Thomas Richter2. So Hans-Dieter: Now your daughter should be able to create games without further problems. With Thomas' help I was able to reproduce this very old bug.)
- V4.14 Hard deinstallation bug removed. (reported by Tony Belding)
Game result requester implemented. (requested by Tony Belding)
- V4.15 New graphic set included.
New C64 caves added.
- V4.16 Epilepsy warning included.
The music player should work perfectly now. (no longer endless loops if there is no tune when the music player is switched on)
Using the next/prev track function of the music player may cause crashes. (Thanks to all the writers for the bug reports)
The Block Position Table was incorrect (reported by Markus Sauermann)
The magic wall sound is working perfectly now. (reported by Markus Sauermann)
The level editor is now longer returning to the upper left edge after testing a game. (requested by Markus Sauermann)
Many documentation changes.
- V4.17 Another Sound bug removed. (reported by Markus Sauermann)
RTG: BoulderDäsh should work again on GFX boards, if the title picture is enabled. I spend 4 hours on debugging to find the problem.
SaveLevel is working again. (reported by Markus Sauermann)
- V4.18 "Replace"-Menu implemented. Now it is possible to replace all data sets by one command. (requested by Thomas Richter2)
Complete game editor rework.
The game editor menu enhanced.
Many documentation changes.
BoulderDäsh is saving all window positions when saving
Game Settings - Screen
ECS: The information characters of the level editor were misplaced. This bug appeared first when using the GraveYard-gfx.
The Atari level colors weren't correct. (Reported by Thomas Richter2 (Sorry for the delay, but there were other more important problems to fix first.)))
The uncontrolled animation of the Out & Magic Wall block is now part of history. (Thanks to Markus Sauermann for confirming this stupid bug)
New game element! An egg. Drop a stone, diamond, or another egg on it and you'll receive a diamond.
The audio channel allocation cause system crashes if other programs already had locked audio channels. (Reported by Juha Makinen)
Graphic set Diggers.gfx replaced by Grablinge.gfx and Habich.gfx.
-

(Thanks to Timo Hegemann)

- V4.19 The Replace sample set function fixed. (Reported by Thomas Richter2)
New color set system (again). The will be the final one. The colors are saved in the IFF file of the picture and you can edit them by using the ColorSetHandler.
The availability of the switch LevelColors no longer depends on the switch LevelData.
Fixed some error requester bugs.
Another SaveLevel rework. (bug reported by Markus Sauermann)
Fixed a little bug that created damaged Atari background colors.
Complete path handling rework. Now BoulderDäsh is starting several times faster.
- V4.20 Hiscore-bug fixed. Some hiscore optimizations.
New "AddPath"-Tooltype. This allows to play CD versions and save scores to HD. In addition to that it is possible to update a CD installation without installing all files.
New SampleSet (Classic800XLPro) included. (Thanks to Thomas Richter2)
Self running demo implemented.
Online help is now supporting gadgets. So just press help above a gadget to get the gadget related help.
Manual strongly enhanced and bugfixed.
"B O N U S L I F E" text after each solved intermission. In addition to that the bonus life animation is activated.
Now it is possible to record and playback level solves.
This allows you to give the gamer a little help on your caves.
These Feature is only available for registered users.
The game timing depends no longer on VBlank speed. This means that the music, the game and all other visual output is always running at nearly the same speed on all systems. (VBlank Gadget removed)
The menu routines caused a bug that crashed MC68000 machines.
RTG: Screen center is now always working.
Reworked the game settings screen.
RTG: New switch: editor full screen.
RTG: Found the old bug that caused BoulderDäsh sometimes to crash.
FutureC64 Character Set fixed.
Reworked the old timing system to minimize play back.
- V4.21 "Gods" and "Swedish" C64 caves added.
A small change on the ASL Load Level pattern.
MoveController optimized.
RTG: Removed a bug within the "holy routines". This bug allocated (screen width * screen height) bytes of memory for nothing, if used on graphic board.
"game/game/"-load/link game error fixed. (reported by Thomas Richter2 and Marko Suominen)
The graphic set "GraveYard.gfx" is now supporting eggs!
(Thanks to Marko Suominen [Sorry for the problems! (ColorSets)])
Another manual rework. (And again: Sorry for the problems marko!)
Leveleditors color set selection is always available now.
- V4.22 New manual index. (Auto created)
Fixed some cheat problems.
- V4.23 Some manual fixes done. (Thanks to Markus Sauermann)
The "game/game"-bug returned in the save routines. (reported by Markus Sauermann)
The "random demo" is now more random! (Thanks to Markus Sauermann)
Water and slime init routines are now fixed. The solve player is now
-

- always working. Some solves may be recorded again.
The nasty F10 bug is now fixed. (I hope) Thanks to Thomas Richter2
who supports me with super debugging information so this fix was done
with in 10 minutes. (-8
- V4.24 Many new levels and many games added.
Thanks to my new GuideCheck tool there are no longer
invalid @links, unreferenced nodes and of course stupid syntax
errors.
Additional manual adjustments and enhancements.
New french version of the manual. (Thanks to Frédéric Delacroix)
Replaced Classic800XLPro graphic set and caves (Thanks to Thomas
Richter 2)
- V4.25 Installer script is supporting français! (Thanks to Frédéric
Delacroix)
Additional manual adjustments
- V4.26 LowLevel.library implemented. (again). (not required)
CD32 Joypad should allow all required features. Now BoulderDäsh
uses direkt Hardware access only, when no RTG, no LowLevel.library
or no Joypad is available. If you are using a joystick then BD is
switching to internal routines even if the LowLevel.library is
available, because due some internal bug this is the only way to
make BD work on A2000/500/600 when the LowLevel.library is
installed.
Internal changes on the control routines.
- V4.27 Arrrrrgg! Why nobody told me that there is no chance to switch off
the music player? I just waste a CDR.)-8 BTW: It's working now!
- V4.28 Fixed a small MillingWall problem that caused the wall sometimes
to be switched off right after activation.
Converted new games: NoOne 6-11/19-22/30-31/40-46 (1440 new caves)
New Block: Earth - Fake
Fixed the "level done" time count. Due the last changes for better
Record and Playback I created this bug. (reported by Petri
Keränen)
- V4.29 The lowlevel.library support caused sometime a movement repeat that
caused Rockford to die!
Adjusted the manual for the year 2000!
Installer script improved!
Some catalog fixes!
Fixed title picture lowlevel support!

1.87 Future

Future

\textdegree{} Your personal wishes !!

1.88 Buglist

Buglist

Keyboard problems! (Non RTG Only)

The Joypad isn't working correct on some machines.

Earthquakes aren't working perfect. (no shaking effect)

1.89 Thanx

Thanx

First I want to thank Silke Bormann for writing a big part of the English translation.

Thanks to Frédéric Delacroix for french translating of manual.

Furthermore I want to thank Timo Hegemann, who made an AGA/RTG test on BoulderDäsh and gave me proposals for improvements and suggestions.

Many thanks to Steffen Haeuser for his great RTG system. If you are developing games then try this library first. It is very easy to use.

Special thanks to Eric Wick for RTG beta testing.

For beta testing, which shows some more mistakes, I want to thank Andreas Vierkant.

Also I want to thank Silke Bormann for her confused playing, that shows some more bugs.

Thomas Sahling for so many wishes, that I can't release V3 in time.

Thanks to Joona Palaste for the nice graphic sets:

Arctic	Black&White	Christmas	Computer
Egyptian	Fantasy	Funky	Icons
Jewel	JokeAmiga	LCD	Medical
Moria	Neon1	Neon2	PacMan
Pastel	Psychedelic	Small	Space
Spooky	Techno	UnderWater	Western

Thanks to Thomas Sahling for the nice sample sets:

Classic800XL Future

Special thanks to Beastmaster for the original C64 graphic:

ClassicC64 FutureC64 ClassicC64Pumpkin

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Lemmings.gfx Small.fnt TRI_BD.game

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Classic800XLPro.gfx Classic800XLPro.spl

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Graveyard.gfx Graveyard.fnt Graveyard.sampleset

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Habich256.gfx Habich64.gfx
Grablinge256.gfx Grablinge64.gfx

Thanks to Ruben Monteiro for the nice music sets:

InGame1 InGame2 InGame3
InGame4 TitleAmiga

Thanks to the following boys and girls. I found your caves in internet and in the most cases there was only your name. Maybe you contact me via E-mail. Uwe Drichel, Lukas Shambis, Achim Hofmann, Alex Zop, Marc Pierau, Stefan Schneider, Tobias Pfaff, Wilhelm Oelinger, Rolf Lange

Thanks to Achim Haertel for Atari caves and cave format information.

Thanks to Peter Broadribb for the Web-pages and his support. He keeps Boulderdash alive.

1.90 The Author

The Author

If you find some bugs in BoulderDäsh, please send me a message, so that I can correct these bugs in the next version.

I will also thank you for suggestions to enlarge BoulderDäsh.

I will also welcome your own games, levels, graphic-, sample-, character sets and musics. I will add them in the new version after testing their quality. The author will also be mentioned. Please also complete the game information.

IMPORTANT: I don't send back floppy disks !!!

The best you can do is sending me the files via Internet or via fidonet as Crash-Fileattached.

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1.91 Tricks to Cheat Boulderdäsh

Tricks to Cheat Boulderdäsh

HoHo, No! Its up to you to find the cheats!

A little tip: All cheats are requested to be in clear text, but the
Where?, How?, and of course What? is 100% on You. (-8

Good luck!

1.92 All BoulderDäsh Windows

All BoulderDäsh Windows

- The Main Window
 - The Game Editor
 - The Level Editor
 - Level Settings
 - Levelsettings - Visual and Noisy
 - Color Set Selection
 - Level Settings - Water and Slime
 - Level Settings - Earthquakes
 - Level Settings - Points
 - Level Settings - Miscellaneous
 - The Game Information
 - The Game Settings
 - Game Settings - Player Names
 - Game Settings - Data Sets
 - Game Settings - Music Player
 - Game Settings - Screen
 - Game Settings - Miscellaneous
 - Highscores
 - Game Results

1.93 The Main Window

The Main Window

This window is the centre of BoulderDäsh. The Close-Gadget ends the game.

There is also a special menu.

- Game Editor
- Game Settings
- Hiscorres
- Load Game
- Start Game

Quit Game

1.94 The Main Window - Game Editor

Game Editor

Opens the game editor window, where you can create your own games.

1.95 The Main Window - Game Settings

Game Settings

This button opens the game Setting window, where you can configurate BoulderDäsh in the way you want.

1.96 The Main Window - Hiscores

HiscORES

With this button you get into the hiscore list of the loaded game.

1.97 The Main Window - Load Game

Load Game

After the choice in the file requester a game with its levels will be loaded. All levels, that were in the memory, will be deleted.

1.98 The Main Window - Start Game

Start Game

Starts the loaded BoulderDäsh game. Before starting you should enter the names of the players in the playernames requester.

When RTG is enabled press shift during selecting this button to open the screenmode requester.

1.99 The Main Window - Quit Game

Quit Game

This gadget quits BoulderDäsh and closes all open windows, which belong to BoulderDäsh.

1.100 The Game Editor

The Game Editor

With the GameEditor you can put together to a game as much levels as you want and save them as a game.

The game editor isn't working with the original games! So it is impossible to edit the original levels. Use Delete Game to remove the protection of the editor.

You should take a look on the game editors menu.

- Level List
- New
- Delete
- Level Up
- Level Down
- Edit Level
- Level Settings
- Game Information
- Load Level
- Save Level
- Load Game
- Link Game
- Save Game
- Delete Game

1.101 The Game Editor - Level List

Level List

Here are all available levels listed. Also the current level is listed here.

The first level in the list is level 1, the second level is level 2.

1.102 The Game Editor - New Level

New

Here a level with the size 40*22 blocks is created and is added to the list. The size is equivalent to the original C64-Caves.

1.103 The Game Editor - Delete Level

Delete

Deletes the current level

1.104 The Game Editor - Level Up

Up

Moves the current level one entry up.

1.105 The Game Editor - Level Down

Down

Moves the current level one entry down.

1.106 The Game Editor - Edit Level

Edit Level

Starts the Level Editor.

If RTG is enabled, then you are able to reopen the screen mode requester by pressing and holding the shift-key.

1.107 The Game Editor - Level Settings

Level Settings

Opens the LevelSettings-requester.

1.108 The Game Editor - Game Information

Game Information

Opens the GameInformation-requester

1.109 The Game Editor - Load Level

Load Level

Opens an ASL-requester, in which you can choose the level, that you want to load. The level will be added in the level list at the end after loading.

It is also possible to load C64 (498 Bytes) and Atari (504 Bytes) "BoulderDash Construction Kit Caves".

The foreign cave formats are only available for registered users!

1.110 The Game Editor - Save Level

Save Level

Saves the currently chosen level. The LevelName is given as FileName in the ASL-requester.

1.111 The Game Editor - Load Game

Load Game

After the choice in the file requester a game with its levels will be loaded. All levels, that were in the memory, will be deleted.

1.112 The Game Editor - Link Game

Link Game

Like LoadGame all levels of the new game will be added to the levels of the game, which is already in the memory.

1.113 The Game Editor - Save Game

Save Game

Saves all levels in one data. So the levels needn't be saved particular.

If you press the Control-key simultaneously, you save the level with protection identification. This protection can't be removed. So please save the game only protected, if you want to give it to another person, or if you are sure, that no more changes are needed.

1.114 The Game Editor - Delete Game

Delete Game

With this option you can delete all levels, that are in the memory. Before this happens a security requester appears.

1.115 Game Settings

Game Settings

This Window is divided into two parts. On the top there are buttons to enter other preferences and in the bottom of this window there are some often used settings.

Player Names
Data Sets
Music Player
Screen
Miscellaneous
Number of Player
Number of Lives
Start Level
Ok
Save
Cancel

1.116 Game Settings - Player Names

Player Names

This button opens the Player Name Settings-requester, in which you can enter all player names and where you can make further adjustments.

1.117 Game Settings - Data Sets

Data Sets

By using this button the Data Set-requester is opening.

1.118 Game Settings - Music Player

Music Player

To configurate the internal music player use music player settings.

1.119 Game Settings - Screen

Screen

By using this button the screen configuration-requester is opening.

1.120 Game Settings - Miscellaneous

Miscellaneous

The window that opens here is filled with useful options.

1.121 Game Settings - Number of Players

Number of Players

Here you can adjust the number of players, who join the game. After each life there is a change. (The exceptions are intermissions)

1.122 Game Settings - Number of Lives

Number of Lives

Here you can adjust the number of lives, the players will have in the following games. Only if BoulderDäsh is played with "3" lives, it is possible to reach the game scores.

This gadget is available for registered user only.

1.123 Game Settings - Start Level

Start Level

With this slider you can adjust the level, in which the game should start. Only if this gadget views "1", it is possible to reach the game scores.

This gadget is available for registered user only.

1.124 Game Settings - Ok

Ok

This adjustments will be overtaken.

1.125 Game Settings - Save

Save

This adjustments will be saved and the requester will be existed.

1.126 Game Settings - Cancel

Cancel

The adjustments will be rejected. The close gadget does the same.

1.127 Game Settings - Player Names

Game Settings - Player Names

In this requester you can enter the player names and make other adjustments.

Names

Names on Level Startup

Show Score Results

Ok

Save

Cancel

1.128 Player Names - Names

Player 1 - (6)

Here you can enter the names of the single players. These names will appear in the highscorelist and will be shown, if you enter a level.

1.129 Player Names - Names on Level Startup

Names on Level Startup

In this checkbox you can adjust, if the player "name" or only "player X" should appear while changing the levels.

1.130 Player Names - Show Score Results

Show Score Results

This switch is enabling a result window. This window is viewing all player scores after playing BoulderDäsh.

1.131 Player Names - Ok

Ok

This adjustments will be overtaken.

1.132 Player Names - Save

Save

This adjustments will be saved and the requester will be existed.

1.133 Player Names - Cancel

Cancel

The adjustments will be rejected. The close gadget does the same.

1.134 Game Settings - Data Sets

Game Settings - Data Sets

Data Cache
Level Data
Level Color
Default Grafik Set
Default Character Set
Default Sample Set
Default Music
Ok
Save
Cancel

1.135 Data Sets - Data Cache

Data Cache

This Gadget is very important. It specifies how BoulderDäsh is keeping graphic, character and sample sets, while you are not playing:

["In game" and "game start" mean the started game/starting the game and not starting the program "BoulderDäsh" via Workbench/CLI.]

"off":

The data sets are always lost and must be loaded at every game start. You should activate this option only, if you haven't very much memory, or you create own graphic sets, own sample sets or own character sets. This is necessary, because BoulderDäsh is loading the actual data sets every time from disk or harddisk.

"only needed":

If this option is activated, BoulderDäsh is holding all data sets, needed to play the actual game.

"all":

BoulderDäsh is holding all data sets in memory. With enough memory, this option rejects most disk access, because all datas are already in memory.

1.136 Data Sets - Level Data

Level Data

Each level is requesting its own graphic, character and sample set. A

deactivated gadget denies any request and the defaults are used.

1.137 Data Sets - Level Colors

Level Colors

If enabled the in-game colors are used. Otherwise the graphic set default colors are used for each level.

1.138 Data Sets - Default Graphic Set

Default Graphic Set

If BoulderDäsh is unable to locate a graphic set specified by a game level, this graphic set is used. A deactivated Level Data function selected in this window forces this graphic set, too. It is possible to load own graphics.

1.139 Data Sets - Default Character Set

Default Character Set

This Gadget specifies the character set, that is used in the score line, if the level character set is not found. A deactivated Level Data function selected in this window forces this character set, too. It is possible to load own character sets.

1.140 Data Sets - Default Sample Set

Default Sample Set

If BoulderDäsh is unable to locale a sample set specified by a game level, this sample set is used. A deactivated Level Data function selected in this window forces this sample set, too. It is possible to load own sample sets.

1.141 Data Sets - Default Music

Default Music

This Gadget specifies the music, that is used, if the level music is not found. A deactivated Level Data function selected in this window forces this music, too. It is possible to load an own music.

1.142 Data Sets - Ok

Ok

This adjustments will be overtaken.

1.143 Data Sets - Save

Save

This adjustments will be saved and the requester will be existed.

1.144 Data Sets - Cancel

Cancel

The adjustments will be rejected. The close gadget does the same.

1.145 Game Settings - Music Player

Game Settings - Music Player

Music List
Audio Mode
Prefer
Music Player
Play Mode
Ok
Save
Cancel

1.146 Music Player - Music List

Music List

This gadget contains all musics.

1.147 Music Player - Audio Mode

Audio Mode

This is the default audiomode for in game music. If the "music and effect" mode is not available for a specified music, BoulderDäsh is using your preferred. (next gadget)

During the game you are able to modify this by pressing "M"!

1.148 Music Player - Prefer

Prefer

If a music does not support the mixed mode, BoulderDäsh is switching down to this mode.

During the game you are able to modify this by pressing "5"!

1.149 Music Player - Music Player

Music Player

This gadget is very simple.

"Off" : The music list tunes won't be loaded.
"Standby" : Tunes will be loaded, but the player stays off.
"On" : All musics will be loaded and Player is enabled.

During the game you are able to modify this by pressing "1"!

Note: If the music player is deactivated by this gadget, then it may not play if activated during the game, because there is no tune. The only exceptions is that one or more levels are using music player tunes. In this case you are able to play this tunes.

1.150 Music Player - Play Mode

Play Mode

This gadget specifies the handling, if a music is played complete.

"Repeat one" : One music is played forever.

"Continues" : All musics one after another.

"Shuffle" : All musics are played in a random way.

During the game you are able to modify this by pressing "4"!

1.151 Music Player - Ok

Ok

This adjustments will be overtaken.

1.152 Music Player - Save

Save

This adjustments will be saved and the requester will be existed.

1.153 Music Player - Cancel

Cancel

The adjustments will be rejected. The close gadget does the same.

1.154 Game Settings - Screen

Game Settings - Screen

RTG

Full Screen

Editor Full Screen

Scroll Speed 2x

Editor Scroll Speed 2x

Screenmode

Ok

Save

Cancel

1.155 Screen - RTG

RTG

This switch is only available, if the RTGMaster.library V23 and an 68020 as minimum is installed. It allows BoulderDäsh to use graphic boards with 256 colors.

1.156 Screen - Full Screen

Full Screen

This check box is only available, if RTG is enabled.

Under normal conditions BoulderDäsh is using a 320*200 screen. If you enable this switch BoulderDäsh allows screen sizes up to 1024*1024.

1.157 Screen - Editor Full Screen

Editor Full Screen

This check box is only available, if RTG is enabled.

Under normal conditions BoulderDäsh is using a 320*200 screen. If you enable this switch BoulderDäsh allows screen sizes up to 1024*1024.

1.158 Screen - Scroll Speed 2x

Scroll Speed 2x

This gadget doubles the in game scrolling speed.

1.159 Screen - Editor Scroll Speed 2x

Editor Scr. speed 2x

This gadget doubles the level editor scrolling speed.

1.160 Screen - Screenmode

Screenmode

This gadgets allows to force a PAL or NTSC screen. In normal caves this gadget should stay on default.

This options is e.g needed, if you are using a flicker fixer and an multiscan monitor. Some monitors aren't able to synchronize 50hz (PAL) screens, so this feature allows to force BoulderDäsh to create a 60Hz (NTSC) output.

This gadget is not available in RTG mode.

1.161 Screen - Ok

Ok

This adjustments will be overtaken.

1.162 Screen - Save

Save

This adjustments will be saved and the requester will be existed.

This Gadget also saves the all BoulderDäsh window positions. It makes no difference if the windows are opened or closed. The last position will be saved. BoulderDäsh is loading these data on the next start an all windows are exactly where you left them.

1.163 Screen - Cancel

Cancel

The adjustments will be rejected. The close gadget does the same.

1.164 Game Settings - Miscellaneous

Game Settings - Miscellaneous

Default Game

Title Picture
Levelchanging Tilulit
Simple Tilulit
Editor Tilulit
Ok
Save
Cancel

1.165 Miscellaneous - Default Game

Default Game

The default game will be loaded automatically while starting BoulderDäsh. After installation this game is called "BDash_I_Level1.game".

1.166 Miscellaneous - Title Picture

Title Picture

Here you can select and disable the startup title picture.

1.167 Miscellaneous - Levelchanging Tilulit

Levelchanging Tilulit

With this button you can switch of the level changing effect.

1.168 Miscellaneous - Simple Tilulit

Simple Tilulit

Here the moving blocks in the level changing will be replaced by static ones. You can only click on this button, if the level changing effect is active.

1.169 Miscellaneous - Editor Tilulit

Editor Tilulit

With this button you can switch on the Tilulit for changing between GameEditor, LevelEditor and LevelEditor and TestingMode. Like the simple Tilulit this button can only be switched one, if the level changing effect is active.

1.170 Miscellaneous - Ok

Ok

This adjustments will be overtaken.

1.171 Miscellaneous - Save

Save

This adjustments will be saved and the requester will be existed.

1.172 Miscellaneous - Cancel

Cancel

The adjustments will be rejected. The close gadget does the same.

1.173 The Highscores

The Highscorelist

Here the highscores of the current level are shown. The list will be saved automatically after every new entry.

The given scores are real. I hate imitated scores with the first place at a score 100000. So I have decided to add the scores played at my computer. So if you beat this scores you also beat myself and my testers.

There are three different highscore lists for every game.

\textdegree{} Game Records

The game records show the best 15 players.

The reached level is more important than the amount of score. If you reach level 4 and have a score of 5678, you will be added in the highscores before an entry with a score of 7890 in level 3.

\textdegree{} Level Records

In the level records there is shown the best player for every level. The score is shown, that the player has reached with that life, that he leaves the level.

\textdegree{} Time Records

Here is one entry for every level as well. So you must reach a shorter time.

Type
Delete Scores

1.174 The Highscores - Type

Type

With this gadget you can adjust the list, you want to see.

1.175 The Highscores - Delete Scores

Delete Scores

After confirming all scores of the current games are deleted.

1.176 Game results

Game Results

After playing BoulderDäsh this requester is viewing all player information. (scores and level)

This window may be deactivated by the Playername-settings.

1.177 The Level Editor

The Level Editor

These brackets "["] are describing the CD32 joypad buttons

The editor screen is divided into two sections. The level takes the biggest part. At the top there are all elements, which you can choose in the level. Please pay attention to the fact, that you can see only some of the elements, because you can scroll this selector.

Some elements are marked to be better recognised. Letters in the corner right up of the elements show you the type. "I" = in "S" = Slime etc.

A "F" in the left bottom of the element symbolises Fake, an imitation of the original block.

With the joystick/joypad you can move trough the level and if you push the fire button [RED] you can set the element you have activated in the element selector.

Here are all keys, you can use in the level editor :

```

Esc [BLUE]           : Ends the LevelEditor
F1 [PLAY]            : Testing a level (if you press F10 [GREEN and YELLOW]
                      : you can leave the testing mode)
Del [GREEN]          : and a following Y [RED] deletes the level
Help                 : Counts all diamonds and registers then as needed.
F6                   : The current element and distributes them 15 times in the
                      : level accidentally.
NUMPAD 6 [FORWARD]   : moves the element selector one step right
( "-" for A600 users)
NUMPAD 4 [REVERSE]   : moves the element selector one step left
( "." for A600 users)

C                     : Space type selector:
                      \textdegree{} Space
                      \textdegree{} Space - Fake
                      \textdegree{} Space - Background
D                     : Diamond
S                     : Stone type selector:
                      \textdegree{} Stone
                      \textdegree{} Stonie
                      \textdegree{} Egg
E                     : Ground
M                     : Metal type selector:
                      \textdegree{} Metal
                      \textdegree{} Metal Fake
W                     : Wall
P                     : Magic Wall
L                     : Growing wall left/right
U                     : Growing wall up/down
R                     : Water
G                     : Butterfly
N                     : Firefly
I                     : In

```

```

0          : Out type selector:
            \textdegree{} Out blinking
            \textdegree{} Out not blinking
            \textdegree{} Out fake
T          : Twin
Q          : Slime
1          : Gravitation Arrow Up
2          : Gravitation Arrow Down
3          : Gravitation Arrow Left
4          : Gravitation Arrow Right
5          : Userblock

F9 [YELLOW] : Go to "Color Set Mode"
            Use CRSR left/right [FORWARD/REWIND] to view the
            color sets. Use "Y" or "J" [RED] to confirm, or
            use "N" or Escape [BLUE,YELLOW or GREEN] to undo
            all changes. NOTE: You are only able to activate
            the colors you have created.

```

1.178 Level Settings

Level Adjustments

This windows allows the adjustments of all variables, BoulderDäsh allows for a level.

```

Name
Visual and Noisy
Water and Slime
Earthquakes
Points
Miscellaneous
Ok
Cancel

```

1.179 Level Settings - Level Name

Level Name

The name of the level. This level is only needed for the level list at the moment.

1.180 Level Settings - Visual and Noisy

Visual and Noisy

This window allows alle visual and noisy settings for this

level.

1.181 Level Settings - Water and Slime

Water and Slime

Also this button opens a window. In this window you can make all adjustments, concerning Water or Slime.

1.182 Level Settings - Earthquakes

Earthquakes

Using the earthquake key opens a window that allows all adjustments concerning earthquakes.

1.183 Level Settings - Scores

Scores

The Score Adjustment Window, that will be opened, if you click at it, allows the editing of all scores, the player can get in this levels.

1.184 Level Settings - Miscellaneous

Miscellaneous

This gadget opens the requester for miscellaneous things. Here you can adjust the width and height, level time, game speed and many more.

1.185 Level Settings - Ok

Ok

With Ok the adjustment of all windows will be taken over and the level setting window will be closed. Windows, that were opened from here will be closed as well.

1.186 Level Settings - Cancel

Cancel

Cancels all adjustments and ends all level setting windows.

1.187 Levelsettings - Visual and Noisy

Levelsettings - Visual and Noisy

Level Width
Level Height
Graphic Set
Color Set
Character Set
Sample Set
Music

1.188 Visual and Noisy - Level Width

Level Width

Here the width of a level can be adjusted in elements.

WARNING : A CHANGING CAUSES THE LOSS OF THE JUST EDITED LEVEL SIZE !!!

1.189 Visual and Noisy - Level Height

Level Height

Here you can adjust the height of a level in elements.

WARNING : A CHANGING CAUSES THE LOSS OF THE ALREADY EDITED LEVEL SIZE!!!

1.190 Visual and Noisy - Graphic Set

Graphic Set

This gadget specifies the level internal graphic set. You can also use your Own Graphics. Note: This Feature must be enabled via game settings.

1.191 Visual and Noisy - Color Set

Color Set

This gadget allows to specify the color set for this level. The selection is made by the Color Set Selection-window. Note: This Feature must be enabled via game settings.

1.192 Visual and Noisy - Character Set

Character Set

This gadget specifies the level internal character set. You can also use your own characters. Note: This Feature must be enabled via game settings.

1.193 Visual and Noisy - SampleSet

Sample set

This gadget specifies the level internal sample set. You can also use your own sample sets. Note: This Feature must be enabled via game settings.

1.194 Visual and Noisy - Music

Music

This gadget specifies the level internal music. You can also use your own musics. Note: This Feature must be enabled via game settings.

1.195 Color Set Selection

Color Set Selection

This window allows to select new a new level color set.

Color Sets

Ok

Cancel

1.196 Color Set Selection - Color Sets

Color Sets

This listview is showing all color sets. There are separate lists for each graphic set, so all shown color sets are valid for the current graphic set.

1.197 Color Set Selection - Ok

Ok

The current level is using the selected color set.

1.198 Color Set Selection - Cancel

Cancel

The window is closed, without any modifications to the level colors.

1.199 Level Settings - Water and Slime

Level Settings - Water and Slime

In this window you can make all adjustments concerning water or slime.

Water Growing Time
Magic Water Time
Water Growing Rate
Water Flood Rate
Water Maximum
Slime Rate

1.200 Water and Slime - Water Growing time

Water Growing Time

This time starts directly at the beginning of a level. In this time the water grows in the growing rate. Are the adjusted seconds over, it will be changed into the flood rate.

1.201 Water and Slime - Magic Water Time

Magic Water Time

This time starts directly at the beginning of a level, too. In this time it is possible to change all water to diamonds by activating the magic wall.

1.202 Water and Slime - Water Growing Rate

Water Growing Rate

Directly after the beginning of a level the water grows with this rate.

1.203 Water and Slime - Water Flood Rate

Water Flood Rate

This rate will be activated, if the growing rate time is over.

1.204 Water and Slime - Water Maximum

Water Maximum

With a special size the water turns to stone. Here you can adjust the percent of the level size, which must be flooded, to turn the water into stones.

1.205 Water and Slime - Slime Rate

Slime Rate

Here you can adjust the speed, in which the stones, diamonds or eggs slime through the slime.

1.206 Level Settings - Earthquakes

Level Settings - Earthquakes

Here you can make all adjustments concerning earthquakes. Earthquakes shake a level so that stones falling down, which normally won't fall down. For example, stones are fall down from earth or metal.

Mode
Activate Time
Delay
Length
Force Rate

1.207 Earthquakes - Mode

Mode

Here you can adjust the mode, that causes the earthquakes.
The following modes are available:

Off - no earthquakes
Random - earthquakes appear randomly with random force and randomly long
Once - only one earthquake
Cyclic - earthquakes appear regularly

1.208 Earthquakes - Activate Time

Activate Time

After this time earthquakes can appear.

1.209 Earthquakes - Delay

Delay

In the mode regular you can adjust the time between earthquakes.

1.210 Earthquakes - Length

Length

This is the length of time the level is shaken by an earthquake.

1.211 Earthquakes - Force Rate

Force Rate

Here you can adjust the force of an earthquake.

1.212 Level Settings - Points

Level Settings - Points

Here you can add the scores for the different events while the level.

Diamond
Diamond extra
Diamonds >99
For Bonus Live
Time Bonus

1.213 Points - Diamond

Diamond

Every diamond gives you the score, which is adjusted here.

1.214 Points - Diamond Extra

Diamond Extra

If someone has collected all diamonds, he gets this score for every extra diamond.

1.215 Points - Diamonds>99

Diamonds>99

For each diamond more than 99 you get this score.

1.216 Points - For Bonus Life

For Bonus Life

Every time someone reaches this score, he gets a bonus life. If you add 1000 here, you get a new life every time, you add to your score 1000. The counter is limited to the current level, that means, if you loose your life at a score of 500, you only need a score of 500 to reach a life bonus.

Zero means no bonus live!

1.217 Points - Time Bonus

Time Bonus

Here you can state how much score each second should give at the end of the level.

1.218 Level Settings - Miscellaneous

Level Settings - Miscellaneous

Game Speed
Level Time
Magic Wall Time
Diamonds Needed
Intermission
Gravitation

1.219 Miscellaneous - Game Speed

Game Speed

Here you can adjust the game speed.

1.220 Miscellaneous - Level time

Level time

Here you can adjust the amount of seconds a player should have to collect all diamonds and reach the Out.

1.221 Miscellaneous - Magic Wall Time

Magic Wall Time

Here you can adjust the amount of seconds the magic wall stays active after activation.

1.222 Miscellaneous - Diamonds Needed

Diamonds Needed

The number of the here adjusted diamonds are needed to finish the level.

1.223 Miscellaneous - Intermission

Intermission

Intermissions are levels, in which you can't loose a life. If you end the Intermission successfully, you will get a new life.

1.224 Miscellaneous - Gravitation

Gravitation

BoulderDäsh allows the adjustment of the gravitation in all directions. The stones can also fall up, left, right and as in the Classic BoulderDash down.

1.225 The Game Information

Game Information

The game information content some adjustments, that will be used for the whole game.

Author
Comment
Date
Version
Ok
Cancel

1.226 The Game Information - Author

Author

Here you can enter your name.

1.227 The Game Information - Comment

Comment

This field you can use for any text, that hasn't got any special purpose.

1.228 The Game Information - Date

Date

This date is the time, when the game was saved. It will be changed automatically, if you save the game again.

1.229 The Game Information - Version

Game Version

This entry will be changed as well, if you save the game again. It should make the recognition of different versions from one game easier.

1.230 The Game Information - Ok

Ok

By pushing this button the window will be closed and the data will overtaken.

1.231 The Game Information - Cancel

Cancel

With cancel all adjustments, that you have done in this window, will be rejected. The window will be closed.

1.232 ColorSetHandler

ColorSetHandler

The programm "ColorSetHandler" can be found in the tools drawer of the BoulderDäsh installaiton. This tool is only important if you want to create own graphic sets.

After starting the main window is opening. This window contains all colors currently loaded.

You are able to drop CMAP-files on the window. It is also possible to load them manually, by using the menu.

1.233 The main window of the ColorSetHandler

The main window of the ColorSetHandler

The menu contains all additional functions to make your graphic set colored.

ColorSet list
Load CMAP
Clone
Delete...

1.234 The ColorSetHandler - The ColorSet List

The ColorSet List

This list is viewing the current list of color sets in memory.

1.235 The ColorSetHandler - Load CMAP

Load CMAP

This gadget allows to enlarge the ColorSet List by loading a new color set. An ASL Requester is opening and asks for an IFF file containing an CMAP Chunk.

Important: The ColorSetHandler isn't checking the number of colors. You should not use more colors than needed. This is wasting memory and diskspace. If you are less colors than the graphic set contains, the game will use only these colors and the graphic set looks wrong. Under normal circumstances you are using a paint program to create color files, so this problem should not appear.

1.236 The ColorSetHandler - Clone

Clone

This gadget allows to copy a specified entry. This allows to create a second name for the same color set.

The colors itself are not copied. Some kind of alias is used to find the real entry containing the color. This saves a lot of memory when creating a 256 color color set.

1.237 The ColorSetHandler - Delete

Delete

This gadgets deletes a selected entry.

Note: If the selected color set is a mother of clones. These clones are killed, too.

1.238 The ColorSetHandler Menu

Project	Import	Export
Quit	Load BDMAP	Save BDMAP
	Link BDMAP	-----
	-----	Save BDMAP into Graphic Set
	Load Tooltypes	

	Load CMAP	

1.239 The ColorSetHandler Menu - Quit

Quit

All modifications are lost and the programm quits.

1.240 The ColorSetHandler Menu - Import/Load BDMAP

Load BDMAP

This item allows to load a BDMAP. What file is containing the data is irrelevant.

All color sets in memory will be lost.

1.241 The ColorSetHandler Menu - Import/Link BDMAP

Link BDMAP

This menu is linking a BDMAP of a file to the current list in memory. Dupe entries cause an alias creation.

1.242 The ColorSetHandler Menu - Import/Load ToolTypes

Load ToolTypes

This feature allows to convert the old tooltype version of the color set format into the new BDMAP one.

If you want to convert an old graphic set, then load the color set by using this item. After this procedure you save the color set by using the Save BDMAP to Graphic Set menu item.

Important: The file requester expects the name of the graphic set not the icon name (#?.info). Just select the graphic set. Thats all.

1.243 The ColorSetHandler Menu - Import/Load CMAP

Load CMAP

This Item allows to enlarge the ColorSet List by loading a new color set. An ASL Requester is opening and asks for an IFF file containing an CMAP Chunk.

For more information read this chapter!

1.244 The ColorSetHandler Menu - Export/Save BDMAP

Save BDMAP

This allows to save the BDMAP alone. This may be useful when using a paint program to make modifications.

By using the graphicset tooltypes you are able to connect this single BDMAP file to BoulderDäsh, without saving the color into the picture.

If you want to share your graphic set to other people, then save the colors into the graphic set. In this case don't forget to remove the tooltype "ColorSet" within the icon (.info) file.

1.245 The ColorSetHandler Menu - Export/Save BDMAP into Graphic Set

Save BDMAP into GraphicSet

This menu item allows to save the BDMAP into the graphic file.

Note: Paint programmes are killing this color information during the save operation.

If you want to make changes to the graphic set you should load the colors sets by using this program and save them alone.

1.246 The Menus of BoulderDäsh

The Menus of BoulderDäsh

The Main Window Menu

The Game Editor Menu

1.247 The Main Window Menu

The Main Window Menu

Project	Action
Load game -----	Classic C64 Demo -----
About -----	Random Demo
Quit game	

1.248 The Main Window Menu: Project

Load game

After the choice in the file requester a game with its levels will be loaded. All levels, that were in the memory, will be deleted.

1.249 The Main Window Menu: Project

About

This menu point opens an information requester. It shows the version and the author name and address. This window is identically with the nerv requester which appears if an unregistered user is starting BoulderDäsh.

1.250 The Main Window Menu: Project

Quit game

This point ends BoulderDäsh and closes all open windows, which belong to BoulderDäsh.

1.251 The Main Window Menu: Action

Classic C64 Demo

This menu activates an automatic demonstration of BoulderDäsh.

This demonstration is equal to the C64 self running demo in the first BoulderDash game.

It is running on all levels, but it makes only sense to use it on the first level of the "BDash_I_Level1.game" game.

You are able to quit the demo by pressing F1 or F10. Pressing ESC causes a "game over" and takes a few seconds.

1.252 The Main Window Menu: Action

Random Demo

This feature is available for registered users only.

This menu activates an automatic demonstration of a random BoulderDäsh level.

This requires at least one level containing a solution. Some games are shipped with solve files, but you are able to create your own solutions by using the game editor.

You are able to quit the demo by pressing F1 or F10. Pressing ESC causes a "game over" and takes a few seconds.

1.253 The Game Editor Menu

The Game Editor Menu

Project	Edit	Replace	Solve
Load game	Edit level	Graphic sets	Record
Link game	Level settings	Character sets	Play
Save game	-----	Sample sets	Save
-----	Load level	Music	
Game information	Save level		
-----	-----		
Delete game	New level		
	Delete level		

1.254 BarLabel

Barlabel

This is not really a menu item. It is only a separator bar between different menu items.

1.255 The Game Editor Menu: Project

Load game

After the choice in the File requester a game with its levels will be loaded. All levels, that were in the memory, will be deleted.

1.256 The Game Editor Menu: Project

Link game

Like load game all levels of the new game will be added to the levels of the game, which is already in the memory.

1.257 The Game Editor Menu: Project

Save game

Saves all levels in one data. So the levels needn't be saved particular.

If you press the Control-key simultaneously, you save the level with protection identification. This protection can't be removed. So please save the game only protected, if you want to give it to another person, or if you are sure, that no more changes are needed.

1.258 The Game Editor Menu: Project

Game information

Opens the GameInformation-requester.

1.259 The Game Editor Menu: Project

Delete game

With this option you can delete all levels, that are in the memory. Before this happens a security requester appears.

1.260 The Game Editor Menu: Edit

Edit level

Starts the Level Editor.

1.261 The Game Editor Menu: Edit

Level settings

Opens the Level settings-requester.

1.262 The Game Editor Menu: Edit

Load level

Opens an ASL-requester, in which you can choose the level, that you want to load. The level will be added in the level list at the end after loading.

It is also possible to load C64 (498 Bytes) and Atari (504 Bytes)

"BoulderDash Construction Kit Caves".

The foreign cave formats are only available for registered users!

1.263 The Game Editor Menu: Edit

Save level

Saves the currently chosen level. The LevelName is given as FileName in the ASL-requester.

1.264 The Game Editor Menu: Edit

New

Here a level with the size 40*22 blocks is created and is added to the list. The size is equivalent to the original C64-Caves.

1.265 The Game Editor Menu: Edit

Delete

Deletes the current level.

1.266 The Game Editor Menu: Replace

Graphic Sets

After a savety requester an ASL-requester opens. You choose a graphic set. This graphic set will be copied within all levels of the current game.

This function is identical to the graphic set selection of the level settings: Visual and Noisy. The only difference is, that this menu item effects all levels of the game.

1.267 The Game Editor Menu: Replace

Character Sets

After a savety requester an ASL-requester opens. You choose a character set. This character set will be copied within all levels of the current game.

This function is identical to the character set selection of the level settings: Visual and Noisy. The only difference is, that this menu item effects all levels of the game.

1.268 The Game Editor Menu: Replace

Sample Sets

After a savety requester an ASL-requester opens. You choose a sample set. This sample set will be copied within all levels of the current game.

This function is identical to the sample set selection of the level settings: Visual and Noisy. The only difference is, that this menu item effects all levels of the game.

1.269 The Game Editor Menu: Replace

Music

After a savety requester an ASL-requester opens. You choose a music. This music will be copied within all levels of the current game.

This function is identical to the music selection of the level settings: Visual and Noisy. The only difference is, that this menu item effects all levels of the game.

1.270 The Game Editor Menu: Solve

Record

This feature is available for registered users only.

Some timing problems may cause the play back not to be successful.

Here you are able to record a solve for the current level.

After selecting this menu item BoulderDäsh is starting. It is up to You to play the level. If you finish or just loose a life, the record

operation is done.

Note: You should define your name by using the game settings, before recording. Your name will be recorded, too.

By using the item Play you are able to play this recording a long a you wish.

Saving the game or using the menu item Solve/Save causes a save of all records, if created or loaded. When You are loading a game the solvings will be load in, too.

1.271 The Game Editor Menu: Solve

Play

This feature is available for registered users only.

Some timing problems may cause the play back not to be successful.

The Menu item allows to play a recorded solution of the current level.

1.272 The Game Editor Menu: Solve

Save

This feature is available for registered users only.

This item allows to save all solve of the current game. If you save a game the solves are saved, too. It is impossible to save the included games, so this item allows to save the solutions alone.

1.273 Block Position Table

Block Position Table

The blocks are given from left to right and after the end of the line it will turn to the beginning of the next line.

- | | |
|---|--------------------------------------|
| 0 | Space - Background (Should be blank) |
| 1 | Ground |
| 2 | Metal |
| 3 | Metal moving (while Leveltilulit) |
| 4 | Metal Fake |
| 5 | Stone |
| 6 | Stone Ghost sleeping |

7	Wall	
8	Growing Wall left/right	
9	Growing Wall up/down	
10	Explosion 0	(The single blocks for the diamond creation explosion)
11	Explosion 1	
12	Explosion 2	
13	Explosion 3	
14	Explosion 4	
15	Plop 0	(The single blocks for the creation of Rockford and
16	Plop 1	the stone creation explosion.)
17	Plop 2	
18	Twin	
19	Earth Fake	
20- 27	Diamond Ghost Animation	(8 Blocks)
28- 35	Diamond Animation	(8 Blocks)
36- 43	Ghost Animation	(8 Blocks)
44- 51	Water Animation	(8 Blocks)
52- 59	Slime Animation	(8 Blocks)
60- 67	Rockford left Animation	(8 Blocks)
68- 75	Rockford right Animation	(8 Blocks)
76- 83	Stone Ghost Runs Animation	(8 Blocks)
84- 91	Level In Animation	(8 Blocks)
92- 99	Level Out Animation	(8 Blocks)
100-107	Level Out Fake Animation	(8 Blocks)
108-115	Magic Wall Animation	(8 Blocks)
116-123	User Block Animation	(8 Blocks)
124-126	Rockford stands (in each case 3 half blocks for head and legs)	
127	Rockford stands (Main State)	
128	Gravitation Arrow Up	
129	Gravitation Arrow Down	
130	Gravitation Arrow Left	
131	Gravitation Arrow Right	
132-139	Bonus Life Animation	(8 Blocks)
140-147	Space Animation	(8 Blocks)
148	Egg	
149	Egg broken 0	
150	Egg broken 1	
151	Egg broken 2	

1.274 Tooltypes of the Graphic Set Files

The Tooltypes of the Graphic Set Files

At the moment the following tooltypes will be supported. In brackets there are the default values, that are used, if no tooltypes are found.

Speed Tooltypes

"Speed_ManRight"	(1)
"Speed_ManLeft"	(1)
"Speed_BonusLive"	(1)
"Speed_MagicWall"	(2)
"Speed_Diamond"	(2)

```

"Speed_In"           (10)
"Speed_Out"          (10)
"Speed_FakeOut"      (10)
"Speed_DiamondGhost" (2)
"Speed_Ghost"        (3)
"Speed_Stonie"       (7)
"Speed_Water"        (7)
"Speed_Slime"        (7)
"Speed_MovingBlock"  (1)
"Speed_UserBlock"    (3)
"Speed_Space"        (1)

```

These tooltypes need a value from 0 to 255. These values are the delay time. The higher this value is the slower will be the animation.

Examples :

```

Speed_Slime=4
Speed_MovingBlock=2

```

ColorSet Tooltype

```
"ColorSet"          (none)
```

This tooltype defines the source of the BDMP-Chunk. This chunk contains the level colors. Under normal conditions the colors are saved within the graphic set. By using this tooltype you are able to define an other file as source.

Why is this needed? Well, let's have a look on the "ClassicC64Pumpkin.gfx" graphic set. This file isn't containing any color set. If you take a look at the tooltypes you will find this: "ColorSet=ClassicC64.gfx".

This makes color set editing much easier, because you edit one color set and all graphic sets are using the colors automatically.

An other useful thing is that the ColorSet-tooltype is looking for the BDMP-Chunk only. This is very handy when making graphic set changes and saving the picture by using a paint programm. Under normal conditions the colors will be lost during the save procedure, but if you use the ColorsetHandler you are able to create a stand alone color set file. The only thing you must do is to specify this color set file by using the "colorSet"-tooltype. Note: It is required that the colorset file is saved within one of the "GraphicSets" subdirectories.

Please read the chapter ColorSetHandler to understand the color set handling. This may save time and avoids frustration.

1.275 Tooltypes of the Music Files

The Tooltypes of the Music Files

At the moment the following tooltypes will be supported. In brackets

there are the default values, that are used, if no tooltypes are found.

```
"MixedMode"          (0)
"IgnoreJump"         (If not specified this mode is disabled)
```

The Voices are specified as follows:

```
Voice 1   = 1
Voice 2   = 2
Voice 3   = 4
Voice 4   = 8
```

If your music is not using Voice 1 and 3 you should specify "MixedMode=5" to allow BoulderDäsh to use this voices for sound effects.

"IgnoreJump" is used for musics that contain an intro. At the end of such music there is a jump command (bxx) that specifies a position right after the intro. If one music is played endless (Continue/Random mode), then use this tooltype to disable this jump.

Example:

```
IgnoreJump=3
```

BoulderDäsh ignores a B03-jump command.

1.276 The Tooltypes of the Title Screen

The Tooltypes of the Title Screen

At the moment the following tooltypes will be supported. In brackets there are the default values, that are used, if no tooltypes are found.

```
Eye_X           (10)
Eye_Y           (10)
Eye_Width       (64)
Eye_Height      (17)
Foot_X          (10)
Foot_Y          (10)
Foot_Width      (64)
Foot_Height     (17)
Music           (TitleClassic.mus)
RTGTitlePrefs   (RTGTitlexxx.Prefs)
```

The X and Y values are the destination position for the elements. (pixel) Note: The ECS mode allows only X coordinates and width that are factors of 8. (e.G 12 => 8) Within the RTG mode all coordinatinates are available.

The height is limited. Valid are values 1 to 17.

The music tooltype specifies the music for this picture. This entry must not have a path.

"RTGTitlePrefs" is specifying the RTG preferences name for title picture screen mode. This entry must not have a path, too.

1.277 Technical information about BoulderDäsh

Technical information about BoulderDäsh

BoulderDäsh is 100% assembler coded.

The sourcecode take more than 1455084 bytes in 123 files. BoulderDäsh is assembled with DevPac 3.04. DevPac needs 40 seconds and 1.77 MB each time.

The game source files are taking 5572526 bytes in 8853 files and 54 directories. My personal game converter needs 13 Minutes to convert all games.

The first versions of BoulderDäsh were created on an A500-000/7Mhz (2.8 MEG) then (Version 2) on an A2000-000/7Mhz (5 Meg). Since Version 3.0 I'am working with an A2000-030/25Mhz (9 MEG)

The paint program PPaint (4.0/6.4) was used to create graphic sets and title graphics. I wrote this guide using GoldEd (3.x/4.x) and his fantastic fold features together with GuideFormat to format lines containing links.

1.278 Other programs!

Other programs!

BoulderDäsh [game/jump/boulderdaesh.lha]

Clone of the original Boulderdäsh for Amiga. It is the only version running faster on Amiga than the original. It looks and behaves like the original. I was asked, where the C64 is. (-8 And all this on a 68000 without Fastmem.

SimpleCat [dev/misc/simplecat.lha]

This tool is for ers and user. Using this program you can change catalogues of programs with your favourite text editor in the easiest way. These programs must include a CS file. Search for it in the archive of the catalogues drawer.

Afind [util/misc/afind.lha]

With this program you can search for programs on your Aminet CDs in the easiest way. It is the same than the original tool on the CD, but here you can use AminetCDs and AminetSets mixed. So you are not forced to search for a program on the first 5 Aminet CDs, that is on AminetSet1 Disk b.

AView [util/misc/aview.lha]

AView is a great multiview enhancement/replacement! It is working like Multiview, but you are able to specify a special viewer/player for each file typ.

Guideformat [text/edit/guideformat.lha]

GuideFormat is a simple tool. It is easy to format text blocks, even if there are "links" or other guide commands in.

GuideCheck [text/edit/guidecheck.lha]

GuideCheck ist ein Tool, das es erlaubt ein Guidefile vollständig zu prüfen und alle eventuellen Fehler aufzudecken.

SiedlerBoot [game/patch/siedlerboot.lha]

This allows to start the Settlers direct via CD and save the scores on HD. There is no hard disk install required. SiedlerBoot requires the "Amiga Plus Sonderheft 9" cover CDROM.

Execute64 [misc/emu/execute64.lha]

Execute64 allows to transfer file direct into the C64 and to start them. This allows to play games and use the Amiga as a big file server.

R [util/cli/r.lha]

"R" creates a GUI for each DOS Programm. This allows you to use DOS commands even if you aren't very good in reading templates.

DVBControl [comm/misc/dvbcontrol.lha]

DVBControl is a software project for the Nokia MediaMaster (D-Box) and DVB2000 firmware. It allows to update firmware, edit channel settings and much more. So if you are using DVB2000 and an Amiga DVBcontrol is your only choice!

MCControl [hard/hack/mccontrol.lha]

MCControl (MemoryCard Control) is a card reader for Playstation MemoryCards. It requires a little selfmade hardware (~\$5) and the free

software!

VBRControl [util/sys/vbrcontrol.lha]

VBRControl moves the processor vector base to fastram. This is increasing system speed.

AvailCPU [util/sys/availcpu.lha]

AvailCPU is a little program that shows the CPU usage by using the PowerLED!

TrackDisplayClock [util/time/trackdisplaycl.lha]

A hardware track display is very useful, if you need it! The most time these type of hardware is only good for lighting up the room! This will be changed when using TrackDisplayClock! TrackDisplayClock displays the system time on your track display! Its cool, its useful and of course the time is always in visual range. Delete all programs using screens, windows or icons to display the time and of course don't forget to remove your noclick tool! TrackDisplayClock is doing all these jobs and your system will be faster than before! (-8

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