BANG™

Version 2.0

The program the world was waiting for!

This is the *spring '92* edition of the famous windoom tool **BANG**.

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#BANG
$BANG Version 2.0
KBANG; Introduction

#K$The Makers of BANG

BANG™'s first release was in the year '91. The program was made in a new technic of programming called "Experimental Programming™ (EP™)". This new technic was developed by the original three programmers of BANG™. It's primary intention is the handling of MUFF™-oriented user-interfaces like WINDOWS™ We would like to introduce some of the basic structures of EP™ but we don't really know how. Let's say it this way: "Put in some functions and procedures, shake them well and look what happens!"

Programming and ideas

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Beta-Test and BANG-Intro-Logo

Sven Heisig (McSVEN)
Hey Mc, are you getting mad (hehe!)?

Used material

Borland C- -™ , Version 3.0 [The best of the whole rubbish!]
Borland Resource Workshop™ , Version 1.0

Stunts

Computer of POWER MIKE: **386DX-33/64**
Computer of REMBRANDT: **386DX-33/64**
Computer of JOSH: **486DX-33/256**

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#the_makers_of_bang
KThe Makers of BANG
$The Makers of BANG

No human casualties!

Stuntcoordinator

Varies from time to time!

Product manager

The chaos!

Distributor

Uncounted Mailboxes and Mailbox-Nets.

Second Unit

We are operating without net and double floors!

Best Boy

What in the hell is a **Best Boy**?

#MUFF™

MUFF™ (<u>M</u>äuse <u>u</u>nd <u>F</u>enster <u>F</u>irlefanz)

To our english speaking friends: MUFF™ means the known expense when you move your mouse and try to find the right button for any action taken in a graphic-oriented user-interface like WINDOWS™ - i.e. the waste of time and your nervs.

MUFF™ is a trademark of the german computer magazine **c't** (Edition 12/90, Editorial). One of the funniest they ever created!

#WINDOWS™

WINDOWS™ is a registered trademark of Microsoft

REMBRANDT wants to say something about **WINDOWS™** and his special relation to this user-interface.

"**WINDOOM** is the most advanced virus the world has ever seen: It consumes more system recources and wastes more CPU-time than all other virus-programs. Contrary to other viruses the user is paying <u>MONEY</u> for it!!! And the user is buying expensive hardware to obtain the speed of a C64 with his 486."

[#]BORLAND™

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Thanks to the BORLAND GmbH for there fine Compilers.

Go ahead with this fine products!

#BORLAND

[#]Universe

You know the sentence from the famous stories written by Douglas Adams? Of course, who doesn´t know it?

Oh - you are the last one, who hasn´t read it at all? In this case go to your local bookstore and buy...

Douglas Adams - **The Hitchhikers Guide to the Galaxy** and the three following books of the trillogy. It´s the best tip you can get!

We wish to send our special greetings to Douglas Adams! Even he never reads this lines! (hehe!)

[#]WINDOOM™

This word has been created to meet the fact that the intensive contact with Windoom totally changes the life of a real programmer and his relationship to his computer.
In other words: Windoom™ is really the doom of the users programming actions.

Windoom™ is a non-registed trademark of the Sirius Cypernetics Corporations.

If you know other fitting nicknames of Windoom™ please contact one of the programmers!

#windoom

#$KInstallation

- Copy all the files included in BANG20.LZH into your windows directory or into any other harddisk directory

- Install BANG by
  - moving **bang.exe** with the file manager into the start up or autostart program group, or
  - adding drive:path\bang.exe to the run= entry of your win.ini.

- Leave and restart windoom

- Activate BANG and choose Configuration.

See also:

Requirements

#installation
$Installation
KInstallation

#$KUsage

By clicking the BANG icon you get the main selection menu. Choose:

- **RESTORE** to activate the Death to Mickeysoft window,
- **MOVE** to move the icon around (very important),
- **CLOSE** (no, don´t choose this one),
SWITCH TO, to switch to another WINDOWS-program currently running,
- **CONFIGURATION** to configure BANG,
- **STATISTICS** to show the counted hits on the desktop (hehe),
- **HELP** to get this Online-Help for BANG,
- **ABOUT BANG** to learn things you always wanted to know and
- **ABOUT ABOUT** to vote against Mickeysoft.

#usage
$Usage
KUsage

#$K STATISTICS

Everywhere in the whole world you can get statistics about everything you want. BANG will be no exception. All shots with the machine gun and all thrown grenades are counted. If you choose this menu item you can see the statistics about the hits on the WINDOOM-Desktop!

#statistics
$Statistics
KStatistics

#$KConfiguration

By choosing Configuration in the main selection menu you can configure BANG. Three WAV files are shipped with BANG. Enter the path they are stored in at **Path to Bang Sounds**. Change the name of the WAV files if you got some better ones. If you use your own WAV-File for the Grenade, you should adjust the **GrenadeDelay**-value, which is the time between the beginning of the sound and the hit on the desktop. Change Firespeed for the Machine-Gun at will.

If you encounter any problems with the autodetection of the Sound-Device, you can manually change it at the **Sound Mode**-Field. If You do so close BANG and start it again to avoid MCI-errors.

Press **Save it!** to save the changes or **Forget it!** to cancel them.

#configuration
$Configuration
KConfiguration

#$KRequirements

BANG 2.0 is running on Windows 3.1 only. If you are using Windows 3.0 please use BANG 1.0 !

BANG 2.0 is written to work with WAV files. To get optimum results you need an additional sound device like the **Sound Blaster** card.

See also:

[Release History](#)
[Configuration](#)

#requirements
$Requirements
KRequirements

#$KRelease History

Public releases of BANG:

BANG 1.0   Written for WINDOWS 3.0. Provides squeaker-sound, machine gun, and some funny about WINDOWS. Works on WINDOWS 3.1 as long as no external sound device is installed.

BANG 2.0   Written for WINDOWS 3.1. Provides additionally a grenade, WAV (external sound device) and squeaker sound, configuration, statistics, this online help and autoinstall routines.

See also:

Requirements
Configuration

#release_history
$Release history
KRelease history

Source Code

All source codes and resources are available. If you are programming a similar (hopefully better) program: Look out in your local BBS for **BANG20_S.LZH**! The sources of the old BANG 1.0 may still be in your BBS. Look for **BANG_SOU.LZH**.

#source_code
$Source Code
KSource Code

#$KGreetings

Oh yeah! What is a program, if there isn't any place where you can greet your friends, the whole world, the universe and just everything? OK, we won't make any exceptions - so here are the obligatory greetings:

We send our greetings in alphabetical disorder to...

- **Brigitta Weßling** (JOSH's girlfriend), who patiently listened the 1042th time to the sounds of BANG during development - especially the "Hasta-La-Vista-Sound!". "Hey, Gitta! You can remove your OROPAX! (hehe!)"

- **Caroline Windolph** (REM´s girlfriend), another victim of BANG! There wasn´t much time left over between the Laserfire and the endless BANG-Programming-Sessions. Sorry Caro - it´s hard to resist the temptation, but we think you like it, too!

- **Regina Klant** (MIKE´s girlfriend), no victim of BANG! It´s been hard but we´ve avoided programming BANG in her presence, so it´s a real surprise for her what awkward guys he has joined for the BANG development crew.

- **Holger Eichmann**, who has discovered the Word WINDOOM™!

- The **Deutsche Bundespost TELEKOM**, which collects a lot of money during the endless phone-calls and data-transfers. We hope that we sometimes receive the golden phone. (hehe!)

- to be continued!

Most important, we thank ourself for this really important program the world was desperately waiting for.

Last but not least we'd like to thank **Sarmad Adnan** (WinEyes), **James Seidmann** (CPU Usage), **Anthony Anderson** (Screen Peace), **David Stafford** (STARS) and **Dara T. Khani** (Neko) for programming these really important tools!

#greetings
$Greetings
KGreetings

_{#$K}File Manager

(in german: Dateimanager)

The file manager is one of the best programs shipped with windoom. It allows a quick searching and selection of files. Unfortunately you need it to modify the start up program group: Search **bang.exe** copied onto your hard disk (see installation), move the mouse cursor on it and press and hold the left button. Now move the mouse cursor onto the startup-icon of Windows and release the button.

#file_manager
$File Manager
KFile Manager; Dateimanager

_{#$K}Startup

(in german: Autostart)

Contains all files which are started at the beginning of the windows session. It should contain (of course) BANG. Other good entries are: SCREEN PEACE, CPUUSE, WINEYES and NEKO (see [greetings](#)).

See also:

[installation](#)
[file manager](#)

#startup
$Startup
KStartup, Autostart

#$K WIN.INI

The better way to change Windoom settings. You simply need an editor (no, NEVER use Notepad or Write! Start a DOS task and take QEDIT or something else! *[Well, this sentence is from REMBRANDT, he **really** hates WINDOWS! Of course, you can use Notepad, too!]*). Look for the **run=** entry and add **drive:path\bang.exe** to this line (seperated by a blank from the other entries). **drive** is the driveletter of the harddrive where you have copied bang.exe to (see installation). **Path** is the corresponding path.

#win.ini
$Modifing WIN.INI
KModífing WIN.INI

#$KDeath to Mickeysoft

This Window appears if you choose **RESTORE** in the main selection menu (see usage) or if you double-click the BANG-icon. The cursor changes to a cross-hair. With the left button you can trigger the machinegun. The firespeed can be changed, see configuration. With the right button you can fire a grenade. By double-clicking the right button BANG is stopped. By clicking on the small arrow on the upper right corner of the death to mickeysoft window or by choosing **MINIMIZE** in the main selection menu the window is iconized and the bulletholes are removed.

#death_to_mickeysoft
$Death to Mickeysoft
KDeath to Mickeysoft

#$KFirespeed

This field of the [configuration](#) window allows you to change the repitition rate of your machine gun. The fastest setting (500) is the limit of your computer. To attain the speed of uncle [Arnie's](#) gun you probably need a 100 MHz 586 or a 500 MHz 686 or a 1GHz 786 or another operating system (like DOS).

#firespeed
$Firespeed
KFirespeed

#$Arnie

Nickname of [Arnold Schwarzenegger](#)

 Uncle Arnie

Arnold Schwarzenegger

Main actor of [Terminator](#)

#arnold_schwarzenegger
$Arnold Schwarzenegger

#$Terminator

One of the best action films we've ever seen. At the moment there are two parts: Terminator and Terminator 2

#terminator
$Terminator

#$Films

There are many very good films, e.g. [Terminator](), [Terminator 2]() and [Star Trek]().

#film
$Films

#$Star Trek

This has absolutely **NOTHING** to do with BANG, but we like these <u>films</u>!

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#star_trek
$Star Trek

#$Terminator 2

Title of the motion picture [Judgement Day](#).

You should see it!

#$Judgement Day

From this nice action <u>film</u> we have taken our **WAV**-files. Thanks to <u>arnie</u>.

#judgement_day
$Judgement Day