DiamondPrefs V1.3 documentation

COLLABORATORS

	TITLE :		
	DiamondPrefs V1.3 documentation		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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DiamondPrefs V1.3 documentation

1.1   DiamondPrefs V1.3 documentation

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                      Diamond Prefs

                 Version V1.3 (08.07.1995)

            (C) Copyright 1994/95 by Peter Elzner

                      neXus software

        A short summary of what you should know:
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1.2   Introduction

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Welcome to DiamondPrefs V1.3

This program provides an easy and comfortable way to configure Diamond
Caves Game and the Diamond Caves Editor.
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  The main window

This program is based on MUI.

1.3   Requirements

Requirements

DiamondPrefs V1.3 requires:

- Kick 2.0
- MUI 2.3
- Diamond Caves V2.0
- Commodore's Installer (can be found on your Workbench-Install-Disk)

This program has beend tested with Enforcer, Mungwall and CodeWatcher.

1.4   Installation

Installation

DiamondPrefs comes with a ready-to-run installer-script for the Commodore
Installer. Just click on the icon and follow the text in the window.

Basically, the script will copy all necessary files in the Directory "DC:"
according to the present version.

1.5   The main window

The main window of DiamondPrefs is seperated into two parts:

 configuring the Game

 configuring the Editor

At the bottom are two buttons:

Save will save your settings to disk

Exit will close the window and leave the preferencesfile unchanged

1.6   configuring the Game

Configuring the Game

Note: If there is a preferencesfile in your DC: drawer, it will
automatically be loaded and all tooltype settings will be overridden!

ScreenMode

  own Screen

    If you want to run Diamond Caves on its own screen, you may choose two
    different screenmodes, one for the titlescreen and one for the game.

    Note that both the title and the game were designed to be used on a
    screen with a 1:1 pixel-ratio like LoRes or HiRes-Interlace.

    Since V2.3 of Diamond Caves, you can even select a CyberGfx screenmode.

    Note: Due to limitations in the CyberGfx-Emulation, scrolling is not
    very smooth. You should use a screenmode big enough to cover the
    whole playfield to avoid flicker scrolling.

  Public Screen

    Since V2.0, Diamond Caves can be run on a standard Intuition Screen or
    on any Public Screen. Due to pen-Sharing, running the Game on a Public
    Screen is only possible with Kick3.x, a gfx-board is recommended.

    The program will always open with the maximum size because the actual
    game-play is quite fast while the scrolling is slow.

Control

 Here you can specify the controlmethod of both players. You have the
 choice betweeen Joystick in port 1, Joystick in port 2 and Keyboard.

 Two player using keyboard will be possible in future versions.

PreSets

  Leveldirectory lets you select a default-directory that will be present
    at startup-time.

  Number of players should be obvious

  Name is the default-name you want to use.

Misc

  gameport.device : Choose if you want to use the gameport.device or bang
   the Joystick hardware directly.

  The next item alows you to place the status line in the game (where your
  score gets displayed) above or below the game screen. When playing on a
  CyberGfx screenmode, the status-line will always be below the screen.

 Gfxfile : Specify the graphics you want to use in the game. Use
   DiamondGfx to create your own gfx-file or use the default graphics in
   Diamond.16col (normal 16 color version) or Diamond.32col (extended 32
   color version - see DiamondGfx).

```
* Note: Use the following two buttons only if you know what you are  *
* doing, the program automatically adusts to your Amiga and most of  *
* the time, these settings are the best.                            *
```

Timing : Toggles between using the timer.device or the vertical blanking
   interrupt (VBI) for timing. Use VBI only if you are playing in PAL-mode
   (will be set autoatically, if you specify a PAL-mode)

Speed : This slider controls the time (in 1/2500 seconds) the game has
   got to do its calculations. The normal value is 50 which leaves
   1/50 sec for every frame. 1 is very fast (although most of the time, the
   calculations will take longer than 0.0004 seconds), 200 is about 4 times
   slower than normal. This value is not affected by the screenmode you're
   using.

Note: Speed can only be changed while playing with timer.device.

The button to the right will reset the Speed to the default value of 50.

1.7 configuring the Editor

Configuring the Editor

Select if you want to open the Diamond Caves Editor on its own Screen or
on any Public Screen. Due to pen-Sharing, running the Editor on a Public
Screen is only possible with Kick3.x.

If you want to use a new Screen, you can select the screenmode of the
PublicScreen, every screenmode capable of displaying at least 16 colors is
supported.

Note that the minimum size of the screen is 640x400.

Presets

   Leveldirectory lets you select a default-directory that will be present
      at startup-time.
   Nr. is the initial levelnumber

   You can also select that you want to load the level (specified by number
   and directory) at the beginning.

1.8 History

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V1.0 (01.05.1995)
    - first public release (registered users only)

V1.1 (04.06.1995)
    - added Interlace-button
    - added Speed-Slider
    - added Gfx-file selection
```

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 V1.2 (14.06.1994)
     - fixed loading of V1.0 preferences file
     - window now fits on a 640x200/topaz8 screen
     - fixed loading/saving of Interlace-flag
     - added "timing" gadget
       (PAL-users should use VBI-timing,
        other modes use timer.device)

 V1.3 (08.07.1995)
     - removed Interlace-button
       (not necessary any more)
     - fixed loading of "nam"-files (Presets)
     - Diamond Caves and the Diamond Editor can now both be run on
       any Public Screen (Kick3.0 required)
     - this program now works for unregistered users, too
```

1.9 Plans for the future

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 Plans for the future:

 - two different keyboard-controlmethods so that both players
 can use the keyboard
 - make the keys for keyboard-control editable
 - localization
```

1.10   About MUI

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                    This application uses


              MUI - MagicUserInterface

         (c) Copyright 1993/94 by Stefan Stuntz


MUI is a system to generate and maintain graphical user interfaces. With
the  aid  of  a  preferences program, the user of an application has the
ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing
lots of examples and more information about registration please look for
a  file  called  "muiXXusr.lha"  (XX means the latest version number) on
your local bulletin boards or on public domain disks.

         If you want to register directly, feel free to send


                    DM 30.-  or  US$ 20.-

                          to
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