PROGDIR:Color-Riddle

COLLABORATORS

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ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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PROGDIR:Color-Riddle

1.1 Color-Riddle

Color-Riddle.guide 1.3 © 1994-96 by Sebastian Rittau

Introduction About this game

Requirements What computer you need

Installation How to install

Starting How to start

Playing How to play Color-Riddle

Legal Stuff Important! :-))

Information about the program, the author...

Okay, okay, this guide was written in a horrible english. If you wrote a better guide please send it to me.

1.2 Color-Riddle/Einleitung

Color-Riddle is a Mastermind-Clone. It's one of my early "sins", i.e. the program is not 100% system-friendly and would need a revision. I have no time and intention to develop the program further. I did fix the most serious bugs for version 1.2.

1.3 Color-Riddle/Requirements

You need an Amiga (really!) with at least Workbench 2.0 (V36) to run this program.

I've tested this program on

- an Amiga 500 (68000/8, 1/0 MB RAM, KS/WB 39),

- an Amiga 1200 (68EC020/16, 2/0 MB RAM, KS/WB 39)

- and an Amiga 1200 (68030/29, 2/4 MB RAM, KS/WB 39),

but I think, it will run on all Amigas with at least KS 36. If it doesn't, please inform me!

I would like to know on what machines the program runs, too. (KS 37 or GFX-Cards?)

1.4　Color-Riddle/Installation

Important: Before playing you should install the game as described below, because otherwise the online-help isn't available!

Simple installation

To install the program just double-click on the "English"-Icon in the "Install"-drawer. But you need the "Installer" from Commodore in the current path.

Installing the program by hand:

- Copy the following files to your destination-directory:

- Color-Riddle

- Color-Riddle.info

- Copy one of the .guide-files in the "docs" drawer to the destination-dir and rename it to "Color-Riddle.guide"

- Maybe you want to copy the files "Product-Info" and "catalogs/Color-Riddle.cd" to your destination-dir, too

- There are some alternate Icons in the "Icons"-drawer

1.5　Color-Riddle/Starting

Workbench

Double-click on the Color-Riddle-icon to start the game.

The following tooltypes are supported:

STARTGAME=x

This tooltype sets the gamemode that should be activated in the beginning. (Possible are 1-5, preference is 3)

SCREENMODE=x

You can choose the screenmode with this tooltype. Possible are hex- and decimal-numbers. When you use hex-numbers you have to set an "$" in front of the number. (Preference is $29000. This means a HiRes-NonLace-screen)

AUTOSCROLL

If this tooltype is set, the screen scrolls, if you move the mouse-pointer out of the screen. (Preference to true)

SHOWNUMBERS

If this tooltype is set, the function "Show numbers" is turned on. (Preference to false)

CLI/Shell

To start the program, type "Color-Riddle". Possible parameters are:

ACTGAME/N

With this parameter you can choose the initial game-mode. (Possible are 1-5)

NUMBERS/K

With thos parameter you can choose whether you have numbers additional to the colors.

The keyword NUMBERS is required; Possibilities: TRUE and FALSE

SCREEN/K

You can choose the screenmode for the game with this parameter. (See SCREENMODE=x above)

The keyword SCREEN is required.

SCROLL/K

With this argument you can choose whether the screen of the game should scroll, if you move the mouse-pointer out of the visible area.

The keyword SCROLL is required; Possibilities: TRUE and FALSE

If you leave out one or more of the parameters, the program tries to get them from the tooltypes. If this fails, too, it uses default-values.

1.6   Color-Riddle/Playing

Main-Window

Settings

Table

Game

Highscores

You can call the online-help with the help-key in the whole game.

1.7   Color-Riddle/Playing/Main-Window

When the program starts, the main-window appears.

The highscore-list is shown at the bottom of the window. If you leave the program, it is saved automatically.

You can leave the program only from the main-window. To do so you have either to click on the closewindow-gagdet in the left top edge or to press the escape-key.

Gadgets

Mode (Keys: 1-5)

With these radio-gadgets, you can choose the current gamemode.

At the right side the attributes of the current gamemode are displayed.

Change

The current mode can be changed with this gadget (Oh yes :-)). (see Settings).

Player

With this cycle-gadget you can choose the number of players (1-4). Every game is repeated as many times as the gadget "Player" shows.

Table

You can open the table with this gadget. (Unbelivable!)

Start

At last you can start the game with this gadget.

Menu

Same game

This submenu repeats the last game.

Help

Guess!

About (?)

This submenu shows an informationrequester.

Iconize

If you choose this submenu, the window and the screen close and an icon is drawn on the workbench. If you double-click on this icon, the screen and the window open again.

Choose screenmode

You can choose the screenmode with this menu. It opens a standard ASL-requester. Therefore it is only availble with asl.library V38 or higher!

Show numbers

If this submenu is activated, not only colors but also numbers are shown.

Save settings

With this submenu you can save the settings (current game, show numbers, screenmode and autoscroll) to the tooltypes of Color-Riddle.info.

1.8   Color-Riddle/Playing/Settings

Gadgets

Name

With this gadget you can choose a name for the current gamemode. You can use up to 20 characters.

Colors

With this slider you can choose how many colors you want to use. (4-8)

Double colors

If this checkbox isn't activated you can't use a color more than once.

Important: It is not possible that "@Double colors" is deactivated and at the same time you have less colors than fields.

Fields

With this slider you can choose the number of fields you are allowed to use. (2-8)

{u}Rounds

With this slider you can choose the number of rounds you are allowed to use. (2-20)

Save

With this gadget you can save the gamemodes.

Important: Not only the current mode is saved but all modes!

Use

With this gadget you can use a mode without saving. But if you save another mode later this mode is saved too!

Cancel

With this gadget you can reset the current gamemode. If you click on the closewindow-gadget or press the escape key the same happens.

If you use the gadgets "Save", "Use" or "Cancel" the Main-Window opens again.

Menu

Help

Guess!

Iconize

If you choose this submenu, the window and the screen close and an icon is drawn on the workbench. If you double-click on this icon, the screen and the window open again.

1.9   Color-Riddle/Playing/Table

In this window the table is shown. At the end of the table all points of one player are added.

You can reset the table with the gadget "New".

Menu

Help

Guess!

Iconize

If you choose this submenu, the window and the screen close and an icon is drawn on the workbench. If you double-click on this icon, the screen and the window open again.

1.10   Color-Riddle/Playing/Game

Before every game, a requester shows the current player.

Choosing the color

With the palette-gadget or the F-Keys you can choose the current color.

Note: With WB 2.1 (V38) or lower the palette-gadget could contain more colors than usable!

Setting the fields

To set the fields with the current color you have to click on the gadgets in the current column or to press one of the keys 1-8.

Confirming the color

You can check the current column with the gadget "OK" or the Enter-key. The result is drawn as black and white lines below the current column.

If you found out the right combination and if you earned enough points, the highscore-window opens.

After that the either next player can play or the main-window opens again.

But if it was the last column no highscore-window opens :-)

Else the next row is pre-filled. If nothing happens, you used a color more than once although "Double colors" was disabled!

Quitting the game

The current game can be canceled by clicking the closewindow-gadget or

pressing the escape-key.

Menu

Redraw

Redraws all the fields.

Help

Guess!

Iconize

If you choose this submenu, the window and the screen close and an icon is drawn on the workbench. If you double-click on this icon, the screen and the window open again.

1.11   Color-Riddle/Using/Highscores

If somebody is allowed to join highscore-list, a window with just a string-gadget opens. You can write your name in this gadget (up to 20 characters).

When you press the enter-key the window closes and returns to the game- or main-window.

Menu

Help

Guess!

Iconize

If you choose this submenu, the window and the screen close and an icon is drawn on the workbench. If you double-click on this icon, the screen and the window open again.

1.12   Color-Riddle/Legal stuff

With the term "program" are all files that coming with this distribution, including the program and all support files, like the docs and the catalogs, meant.

This program is freeware. This means that you are allowed to copy and redistribute this program as you like. But all rights remains by the author (Copyright © 1994-96 by Sebastian Rittau).

It isn't allowed to use this program in commercial programs (Shareware too) without a written permission from the author. :-)

It is not allowed to demand a copying fee bigger than 3$/5DM or equal in other currencies.

It is allowed to change the files but is isn't allowed to redistribute the changed files.

You must distribute all parts of the program together.

The author is not responsible for any damages resulting directly or indirectly from the use of this program.

By using, copying or redistributing the program you agree with these rules!

1.13   Color-Riddle/Information

General about the program

Changes New Features, bug fixes

Files All programm-files

Source How to get the source

Author about the author (Me :-))

Credits guess!

Filestructures Color-Riddle.modes, .high

To do New features, bug fixes

1.14   Color-Riddle/Information/General

I started the project "Color-Riddle" some years ago on my old Amiga 500 in AmigaBasic :-) But ich lost the interest for this very quick.

But when I downloaded AmigaE some months ago, I decided to program "Color-Riddle" first, because it isn't too large. But I hadn't much time and therefore it taked me a very long time to complete the program.

Please send me your suggestions and bug-reports. I also always search for translations (.catalog- and .guide-Files) in other languages (and a good english translation, of course).

I demand no fee or reward, but I would be pleased about every gift (i.e. little program written by you ;-)

1.15 Color-Riddle/Information/Changes

(NEW: New feature, IMP: Improved, BUG: Bug fixed, INT: Internal things)

New for Color-Riddle 1.3

BUG: The screen now always uses topaz/8 (Thanks to <pontus.sjostrom@mailbox.swipnet.se>)

BUG: Errors in the german about-requester

New for Color-Riddle 1.2

IMP: The About-Requester hotkey is now "?"

BUG: Colors are now set manually

BUG: Corrected the screenpens

BUG: Victory-Text had no variables

New for Color-Riddle 1.1a

BUG: The english menu-titles were destroyed

BUG: Debug-Information in the online-help removed

New for Color-Riddle 1.1

NEW: Screenmode choosable

NEW: Icon's name is now changeable

NEW: Illegal modes aren't usable anymore

IMP: The "locale.library" isn't needed anymore

IMP: All settings now chooseable through tooltypes

IMP: Color-Riddle.prefs isn't required anymore

IMP: Real random numbers

IMP: Catalogs revised

IMP: Iconize-function revised (now with error-messages)

IMP: Backfall to default-icons possible

IMP: Online-help now accessable with the help-key

IMP: Installer-Script now in two languages

BUG: Enforcer-hits fixed

BUG: Screen revised

INT: whole code reprogrammed: now in AmigaE 3.1a and OOP

1.16 Color-Riddle/Information/Files

The following files should come with the distribution:

Color-Riddle.info

:The drawer-icon

Color-Riddle/Color-Riddle(.info)

:The game (and Icon)

Color-Riddle/Product-Info

:The Product-Info for KingFisher

Color-Riddle/catalogs/Color-Riddle.cd

:The cd-file for catalog translations

Color-Riddle/catalogs/deutsch/Color-Riddle.catalog

:The german catalog

Color-Riddle/Docs.info

:The Docs-drawer icon

Color-Riddle/Docs/Color-Riddle.english(.info)

:The english guide (and icon)

Color-Riddle/Docs/Color-Riddle.deutsch(.info)

:The german guide (and icon)

Color-Riddle/Icons/Color-Riddle.info

:The MagicWB[1]-icon for the game

Color-Riddle/Icons/Color-Riddle.guide.info

:The MagicWB-icon for the guide

Color-Riddle/Icons/Color-Riddle.drawer.info

:The MagicWB-Icon for the Color-Riddle-drawer

Color-Riddle/Install.info

:The Install-drawer icon

Color-Riddle/Install/Color-Riddle.install

:The Installer[2]-script

Color-Riddle/Install/English.info

:The icon for the english installation

Color-Riddle/Install/Deutsch.info

:The icon for the german installation

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[1] MagicWB is © by Martin Huttenloher (It is great!)

[2] Installer is © 1991-1993 by Commodore-Amiga, Inc. (what's that?)

1.17 Color-Riddle/Information/Source

I wrote this program in AmigaE 3.2

If somebody wants the sourcecode he can send me a diskette and a prepayed envelope. I will then send you the sourcecode and the latest version of color-riddle.

IMPORTANT:

The sourcecode and the compiled program must not be distributed. The sourcecode is neither Freeware nor Public Domain!

1.18   Color-Riddle/Information/Author

My address:

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1.19   Color-Riddle/Information/Credits

I wish to thank:

Wouter van Oortmerssen ($#%!)

:For his great AmigaE

Rafael D'Halleweyn

:For his CatEdit-program

MacGyver@Paradies

:For his hint with the string-gadget

Michael Sinz

:For the Enforcer, that detected some bugs

1.20   Color-Riddle/Information/Filestructures

Color-Riddle.modes

<Name of the first game (0-20 Bytes)>

$0A (Linefeed)

<Colors (1 Byte)>

<Double colors? $02, if TRUE; $01, if FALSE (1 Byte)>

<Fields (1 Byte)>

<Rounds (1 Byte)>

<Name of the second game (0-20 Bytes)>

.

.

.

Color-Riddle.high (don't change the highscores :-)

<Name of the first in the highscore-list (0-20 Bytes)>

$0A (Linefeed)

<Score (2 Bytes)>

<Name of the second in the highscore-list (0-20 Bytes)>

.

.

.

1.21 Color-Riddle/Information/To do

(+ in work, = maybe, - don't know, how)

IMP: + Get rid of requesters with keys

NEW: = Special fields for your private use should be implemented

IMP: = Bigger fonts than Topaz/8 should be useable

IMP: = An iconize-icon should be drawn beside the fore-/background-icon

BUG: - If the Help-Function is used while the doc isn't available, there

are Enforcer-Hits :-(

IMP: - The number beside the scroller should always show the current

position

NEW: = Furthermore a special MUI-version is planned.

Please tell me your suggestions.

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[1] Enforcer is © 1992-1993 by Commodore-Amiga, Inc. :-) and

© 1992-1993 by Michael Sinz