

# **X-Wins\_english**

Mario Dannebauer

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**COLLABORATORS**

	<i>TITLE :</i> X-Wins_english		
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# X-Wins\_english

### 1.1 X-Wins.Guide

X-Wins

Version 2.4

(c) 1995/96 Mario Dannebauer

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~Introduction~~      What is X-Wins?
~Disclaimer~~~      NO WARRANTY!
~Copyright~~~~      It's mine!
~Distribution~      How to spread?

~Requirements~      What you need to start X-Wins.
~Installation~      How to install?
~Gameplay~~~~~      How to play the Game?

~History~~~~~      The Story so far...
~Future~~~~~      I don't know.
~Credits~~~~~      Thanks to...

```

### 1.2 Introduction

What is X-Wins?

X-Wins is s strategy game like "4-in-a-row".

The goal of this game is to become 4 (or more)~Stones~in~a~row~(vertically,~horizontally or digonaly). This happens~while~the~opponents~sets~their stones~alternate in a x\*y-sizing gamefield. You can~set~a~stone~by~clicking in a free~field of your choise in the gamefield.

If the field(s) under your clicked field are free too, your stone will fall down, because the stones in one vertical row are like a~tower.

For more information read the chapter ~Gameplay~ of this documentantation.

## 1.3 Disclaimer

Disclaimer

THERE IS NO WARRANTY FOR THE PROGRAM,~TO~THE~EXTENT~PERMITTED~BY~APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED~IN WRITING~THE COPYRIGHT HOLDER~AND/OR OTHER PARTIES~PROVIDE THE PROGRAM~"AS~IS"~WITHOUT~WARRANTY OF ANY~KIND, EITHER EXPRESS OR IMPLIED,~INCLUDING,~BUT~NOT~LIMITED~TO, THE~IMPLIED~WARRANTIES OF MERCHANTABILITY AND~FITNESS~FOR~A~PARTICULAR ~PURPOSE. THE~ENTIRE~RISK AS TO THE~QUALITY AND PERFORMANCE~OF~THE~ PROGRAM IS~WITH YOU. SHOULD~THE PROGRAM PROVE~DEFECTIVE, YOU ASSUME~THE~COST~OF~ALL~NECESSARY SERVICING,~REPAIR~OR CORRECTION.

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## 1.4 Copyright

Copyright

X-Wins is copyrighted by Mario Dannebauer 1995/96.

X-Wins is Giftware !

This means you are absolutely NOT forced to send me money to go on using this program. But, if you reallylike this software or find it really useful, then feel free to send me some money or other stuff like a postcard, a letter, software, hardware, etc...

If you find some ~bugs~ in this program or if you have any suggestions, ideas etc.~please contact the ~author~.

For building this program the following products were used:

- o A4000/40 (OS 3.0) with 80MB HD and 8MB fast ram
- o SAS/C V6.51  
Copyright (c) 1992-1994 SAS Institute, Inc, Cary, NC

- o ~Magic~User~Interface~ V2.1  
Copyright (c) 1993/94 by Stephan Stuntz
- o XDME Version 1.54 by Aaron Digulla  
[DME (C)Copyright 1987-91 by Matthew Dillon]

Trademarks:

Amiga, AmigaDOS and Workbench are registered trademarks of Amiga Technologies GmbH. ↵

## 1.5 Distribution

Distribution

X-Wins has to be distributed as it comes. The package must not be changed in any way. The only exception is to pack the whole package in an archive. For any other distribution form you must~have~a~written~permission~by~the~author~.

There must not be any profit selling this package!

When including this program in a~public-domain-series~please~send~me~a~message. Maybe there's already a new version~of this~program~so~you~don't~include old stuff.

If you wish to supply this program as part of a~CD-ROM~compilation,~you~need~a written permission by the ~author~.

Explicit permission is granted to distribute this program on any CD-ROM produced by Fred Fish~/~Amiga~Library~Services, and on~any~officially supported Aminet~ compilation~CD-ROM.

Commercial distribution of this program~is~only~allowed~with~written~permission by~the ~author~.

## 1.6 Requirements

Requirements

To use this program you need:

- o An Amiga with OS 2.0 or higher.
- o The ~Magic~User~Interface~ (short: MUI) Version 2.1 or higher.

## 1.7 Installation

How to install?

To install X-Wins on your Amiga just copy the~the~file~"X-Wins"~- or the whole drawer - where you want.

To make online-help available, just copy the "\*.guide"-file, wich corresponds to your language, from the "Docs"-drawer to the same drawer of the Programm "X-Wins".

Do you want to use the program in your local~language but you have not copied the hole drawer, just copy~the "\*.catalog"-file from the catalogs-drawer included~ in this package to the LOCALE:Catalogs~directory. The build-in language is english.

If you've written a catalog for another language, please send it to me.

## 1.8 Gameplay

How to play the Game?

X-Wins is s strategy game like "4-in-a-row".

When you start the program a window and a~requester~appears.~After~closing~the requester by clicking the "OK"-Button you~see~the~~main-window~.

Now you can change the ~preferrences~ or begin to play.

To make your turn (set a stone) just click in a free field of the gamefield. Since you see the gamefield from the side-view and not from the top, your stone will fall down if possible. That means you build a~tower~in~each~coloumn.

After you have made your turn it's your opponents turn.

You have won the game when you have 4 (or more) stones~in~a~row.~That~means~vertically, horizontally or digonaly. If neither you~nor~your~opponent~can~build~that row, nobody wins.

And now have fun!

## 1.9 Main-Window

The Main-Window

At the top of this window you will see a status-line.~This~line~informs~you about~the actual player and later about the winner of the~game~if~exists.

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There are five buttons under the status-line:

```
~New~Game~ ~Back ~Help ~Swap ~Preferences...~
```

Under these buttons you can see the gamefield which looks like a grid. Each field of this grid are a field where you can place a stone in the course of the game.

To make your turn (set a stone) just click in a free~field~of~the~gamefield. Since~you see the gamefield from the side-view and not~from~the~top, your stone will fall down if possible. That means you build a tower in each coloumn.

## 1.10 Main-Window/New Game

New Game

Clicking at this button will clear the game field and begin a new game.

## 1.11 Main-Window/Back

Back

Clicking at this button will take back your latest turn and then it's your turn again. If you are playing against the computer, the last turn of the computer will take back too, so it's your turn again.

## 1.12 Main-Window/Help

Help

Clicking at this button will change in the help-mode.~In~this~mode~the~computer will search for the best move he find for you.

The result is ...

... a blinking field. That means this is the best turn from the view of the computer. (Not really always the best move you can do.)

... a requester wich informs you that you have no chance to win this game. That means that your next turn doesn't matter, because you will always loose later. (If you take back your last turn you will maybe change the situation.)

---

... a requester wich informs you that you will win this game if you see your chance now. After closing this requester you will see a blinking field. That means this is the best turn from the view of the computer.  
 (You will certainly win this game some time if conform to the move the computer found.)

### 1.13 Main-Window/Swap

Swap sides

Clicking this button you can swap the sides. That means, player 1 and player 2 are swapping the mode, the name and the colour of stones.

After a swapping the sides, it's (logically) your opponents move!

### 1.14 Main-Window/Preferences...

Preferences

After clicking at this button you will see the ~preferrences-window~.

### 1.15 Preferrences-Window

Preferrences-Window

In this window you can set some~preferrences~like~width~and~height~if~the~gamefield, the beginner of the game etc.

Contents of this window:

String-gadgets:	Player 1 Player 2	Cycle-gadgets:	Mode player 1 Mode player 2
Cycle-gadget:	Beginner	Slider:	Deep of searching
Sliders:	Fields horizontally Fields vertically Stones in a row		
Checkmarks:	Messages ( Begin a new game )		
Buttons:	Save	Use	Cancel

## 1.16 Preferrences-Window/Names of players

Names of players

Here you can input your and your opponents name.

If a player is computer navigated, the stringgadget for the name of this player is ghosted. See also: Player mode )

## 1.17 Preferrences-Window/Player mode

Player mode

With this two cycle-gadgets you can set for each player, if he's a human player or computer navigated.

If a player is computer navigated, the stringgadget for the name of this player is ghosted. See also: Names of Players )

## 1.18 Preferrences-Window/Who begins?

Who begins?

Here you can set the beginner of the next game.

## 1.19 Preferrences-Window/Deep of searching

Deep of searching

With this slider you can set how many moves the computer-opponent is calculating when he is searching for his move.

This slider also sets the depht of the search when you are clicking the ~Help-Gadget~ in the ~mainwindow ~.

## 1.20 Preferrences-Window/Fields horizontally

Fields horizontally

Here you can change the number of rows of the gamefield.

(This slider is ghosted, until you begin a new game, respectively all fields of the gamefield must be free.)

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## 1.21 Preferences-Window/Fields vertically

Fields vertically

Here you can change the number of lines of the gamefield.

(This slider is ghosted, until you begin a new game, respectively all fields of the gamefield must be free.)

## 1.22 Preferences-Window/Stones in a row

Stones in a row

With this slider you can change the number of stones in a row needed to win the game.

## 1.23 Preferences-Window/Messages

Messages

This checkmark lets you switch the messages on and off.

Switching the messages on means that you'll see a requester with a message, when your computer-opponent think that you can not win the actual game, respectively that you will win the game when you see your chance now.

(This checkmark is ghosted, until one of the players is a human player.  
See also: Player mode )

## 1.24 Preferences-Window/Begin a new game

Begin a new game

Since you can not change all the preferences during a game, this checkmark exists.

Marking~that~means~that you want to begin a~new~game~and all~ghosted gadgets~will be~now~unghosted.

(Only visible, when a game is in progress.)

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## 1.25 Preferrences-Window/Save Use Cancel

Save/Use/Cancel

Here you can save and use, use without saving or chancel your changes.

## 1.26 History

History

Revision V2.4

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created on 10.01.96 by Mario Dannebauer

- updated text files
- bug fixed in catalog-file (thanks Frank!)
- decreased code size

--- Public release ---

Revision V2.3

-----

created on 11.12.95 by Mario Dannebauer

- bug fixed: switch messages on/off works now correctly
- added new button: swap (sides)
- added new options: winner/looser begins, alternate beginner
- added online-help
- added keyboard control for all windows
- enabled beginner-options during game (don't know why disabled this before)

--- Public release ---

Revision V2.1

-----

created on 15.11.95 by Mario Dannebauer

- italian language catalog added

--- Public release ---

Revision V2.0

-----

created on 25.10.95 by Mario Dannebauer

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- documantation written
- icon created
- add variable number of rows to win
- bumped to version 2

--- First public release ---

Revision V1.9

-----

created on 21.02.95 by Mario Dannebauer

- internal game structure rewritten
- add variable dimensions of gamefield

--- Private release ---

Revision V1.6

-----

created on 13.7.94 by Mario Dannebauer

- add preferences window

--- Private release ---

Revision V1.5

-----

created on 26.5.94 by Mario Dannebauer

- MUI-Version

--- Private release ---

Revision V1.0

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created on 12.03.93 by Mario Dannebauer

--- Initial release ---

## 1.27 Future

Future

I don't plan further versions of this program next time,~but~if~you~have~some ideas or suggestions then contact me.

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## 1.28 Credits

Credits

Thanks must go to:

- o Piergiorgio Ghezzeo for the translation of the language catalog to italian.
- o Stephan Stuntz for his fantastic ~Magic~User~Interface~
- o SAS Institute for their great C-Compiler
- o Aaron Digulla and Matthew Dillon for their XDme/Dme
- o Amiga Technologies GmbH and all the PD-programmers/-distributors, who keeps the Amiga alife.
- o ...and anyone who send me something for this program or give me suggestions.

## 1.29 author

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