

TicTagAMIGA

COLLABORATORS

	TITLE : TicTagAMIGA		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

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Chapter 1

TicTagAMIGA

1.1 The Main Window

TicTacAMIGA v1.6a

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TTA is a little game for workbench. I tried to make it font-sensitive and I think it is (thanx Jan). TTA was written in Assembler (sometimes a tricky job...) and that means it is very short and fast. I hope this.

TTA is Freeware.

And now select !!

About	about TTA and greez and so on
How to play	the way to play/Notes
Install	where to put in and what it requires
Usage	how to use TTA
History	revision history of TicTacAMIGA
Bugreport	if a bug creeps up...

...and now have fun with TTA !!

1.2 What a game is...

You don't know what a game is ?!?!

Oh guy...

1.3 Freeware

Freeware is a part of Public-Domain-Software, that is freely distributable, but still copyright by the author. That means, you can copy TicTacAMIGA as long as you want, but you MUST NOT change it anyway. I want to please you to keep this guide and the game together if you copy TTA. So the others will know, how to play TTA. Thanx !

1.4 How to play TTA

Once upon a day, in a booooooring lesson at school, my friend Ronny (hey Ronny, hope you have fun these days...) taught me a simple and funny game. Now, an eternity later, I wrote this game on my AMIGA: TicTacAMIGA.

Maybe you know how to play it, but if not, read this: all you need are two players (or one - the other is your machine), one does play the cross and the other the circle. Both try to build a row of their symbols alternate - horizontal or vertical or diagonal. The problem? The problem is, your opponent tries to block up your rows. All clear? Not? Then select AMIGA-AMIGA in Mode-Menu and start the game. You will see, how to play...

1.5 About TTA

TicTacAMIGA is copyright (c) 1993-1995 by Jens Tröger
All rights are reserved.

TTA is Freeware.

Usage is YOUR OWN RISK. The author takes NO responsibility for crashes.

If you find bugs or you have any suggestions or (hope so) gifts, send it to the adress below.

Greez fly to the following guys:

"PackMAN" Falk Zühlsdorff (re)
Oliver Reiff (better now??)
Jan van den Baard
Jana Tröger (my sweet sister :)
all my friends of channel #amigager (especially LazyJoe (thanx) and ZZA)
Biene (hope to see you ;O)
Ernest Otte for the Dutch translation

TTA was written in Assembler. If you have questions or you want the source or you want simply contact me, write to this adress:

Post: Jens Tröger
Jahnstr. 5
08209 Auerbach/V
GERMANY

E-Mail: troeger@rmhs2.urz.tu-dresden.de

IRC: mostly savage (or insania or sartori)

look for me at #amigager

"Make a step on your stairway, one step closer to what you live for"
"Across the universe you smell the smell of lies"
"When the sinner searches sin it's all of us, when we finally search inside
it's under us."
Halloween

1.6 Install TTA

FIRST WAY (simple)

Use the Installer-Script, so TTA will be installed completely.

SECOND WAY (by your own)

#?:	TicTacAMIGA (.info)
LIBS:	locale.library
LOCALE:catalogs/deutsch/	TicTacAMIGA.catalog
ENVARC:	TicTacAMIGA.config

INDICATION: TTA does not need any extern file to run, but you loose a lot of comfort if you do so (e.g. localized layout).

1.7 How to use TTA

The menus are easy to use:

Project

About: opens a simple about-window
Quit: you will leave the game (or press the CloseGadget)

Game

Mode Player-Player: Two player can play.
 AMIGA-Player: Player against AMIGA. AMIGA will start.
 Player-AMIGA: Player against AMIGA. Player will start.
 AMIGA-AMIGA: AMIGA fights itselfs. Use this for demo !
Start This will start the game in selected mode.
Stop Stops a started match.
New The started game will be stopped and restarted.

NOTES

To set a field click on it or use the number-block (1..9) at the right side of the keyboard.

Use the SizeGadget to size the window. This is useful if you use a high resolution and a small font. Thanks Oliver Reiff for this suggestion.

Pressing the [S] key at anytime TTA will save game window's actual position and dimension to file "ENVARC:TicTacAMIGA.config". Next TTA will consider these datas. If these position/dimension are wrong, TTA will use default data and open a fontsensitive window. The result of save-action will be shown in window's titlebar. Save-failure can be caused by:

- (1) The file was opened and not closed (there is a lock)
- (2) Disk is full. This is nearly impossible, but this can be appear.

If you want TTA a new language, translate TicTacAMIGA.CT into this language and "compile" it with maybe MakeCat by PALADIN SOFTWARE. If you created a new catalog I want to please you to send this catalog to me so I can put it into the TTA-package and release it.

When mode AMIGA-AMIGA is on use the Space-Bar to step on. So it should be easier to find out how to play.

1.8 Revision history

- v1.0 - never really written (only tests, GUI-games and ideas...)
- v1.1 - First full working version. I tried to remove all bugs of beta-testing.
- v1.2 - Bug appears but I can't find it. Using Numberblock to set the fields.
- v1.3 - Bug removed. Painting winner-row in a different color, code optimised.
- v1.3a - New Startup-Code. More code optimised.
- v1.4 - Now using SizeGadget. Terrible MemLeak-Bug removed. TTA works now good with memory-allocation/-freeing (Thanks to Jan van den Baard for saying this and thanks to Devitt for the tool MemLeak)
- v1.4a - Press the [S] key to save game window's actual position and dimension. Next TTA will consider these datas.
- v1.5 - Using now locale.library, that means, you can learn TTA a new language. Menus got the OS3-NewLook.
- v1.5a - Way of AMIGA's thinking is now a little bit better.
- v1.5b - Big Optimisation-action done and won 2kBytes !
- v1.5c - Horrible Bug removed (thanx "PackMAN" for your AMIGA) - crash on A500/1MB CHIP, 1.5MB FAST/1 ext. Floppy/KS37 (LockIBase() causes a guru - impossible, but possible...).
- More code optimised (Thanx Werner Hilf for your book "Mikro-prozessoren in 32-Bit-Systemen" -> a great book)
- v1.5d - After closing the AboutWindow the GameWindow now appears on old Position using the old Game-mode; *NOT* reading the file ENVARC:TicTacAMIGA.config again. More code optimised.
- v1.5e - Tried to remove crash on Blizzard (but no chance to test it). Using WindowLimits() instead of removing Size- and Zoom-Gadget. New About-Text.
- v1.6 - AMIGA "thinks" much better now...
- v1.6a - Use Space-Bar to step through AMIGA-AMIGA-Mode.

1.9 If a bug creeps up...

If anything strange happens, please print this page, fill in and send it to me (see About for adress). I will try to remove the bug you reported and if nothing fails you will soon find a better working version in PD.

This Bugreport-formular was taken from Dave Haynie's DiskSalv2.

Thanks a lot Dave.

===== CUT HERE =====

Your Configuration:

☐ A500 ☐ A1000 ☐ A2500 ☐ A1200 ☐ CDTV/CD32
☐ A600 ☐ A2000 ☐ A3000 ☐ A4000 ☐ Other

KS Version_____ RAM_____ Other HW_____

WB Version_____ HD_____ HD Controller_____

Please explain the problem as completely as possible:

File System Version/Type_____

ScreenMode_____ Font_____

☐ Shell/CLI ☐ Workbench Locale_____

Problem: ☐ Full Lockup ☐ GURU/Crash ☐ DS Can't fix the disk

Steps to see this problem?_____

Other Comments_____

Bug found by (adress)_____

===== CUT HERE =====

Always remember: I can't remove a bug I don't know about...

Thanks for help,
Jens

NOTE: I know of crashes on Blizzard, but I have no chance to exactly find the bug. So I tried to remove this bug "blind" (thanx ZZA).
