

BGVer

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

BGVer

1.1 The Battle Ground Versions

The Battle Grounds

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This file lists all of the changes made to The Battle Grounds.
All versions up to the current one, .9e1 are covered.

.8b	.8b1	.9a	.9a1	.9a2	.9b
.9c	.9d	.9e	.9e1		

1.2 Version .8b

Player documentation was added. Also a ReDraw function was added to facilitate cleaning up a dirty screen. Some modifications were made to the code to clean it up and help speed up coding time. Added a screen that informs the user that the game uses ANSI and the IBM character set and the keypad.

1.3 Patch .8b1

With this patch, the assign was changed from a DOORS: assignment to BATTLEG:. Also, the code was cleaned up a bit more and a lot of redundant code was moved into functions. The screen has been shortened to accommodate 24 line screens, as well as the program displaying the version number and creation date. The things I would still like to add:

-o A highscore table and more colors.

-o Player to player combat. As well as multiple monster attacks.

1.4 Major Revision .9a

It has been a while since a release, and I have waited for good reason. Bug correcting has been quite time consuming with all the things I have added. I have taken the time to add user against user combat. It allows you to challenge other users and, upon defeating your opponent, exchange your weapons with that of your defeated opponent. The game also has some color changes and improvements. The selection of race and profession have been removed until I can come up with a gaming system that works. A few more monsters have been added, but they still need some refining. I also fixed the random number code so it now generates a new sequence of numbers every time it is run. The maximum level allowed has also been increased to 20 instead of 8.

The second major thing added was a high score table, as well as a file that keeps track of user's names (to avoid two users with the same player name) and their status. Also, the documentation now includes more information about the game as well as correcting a few errors that were found. Still to come:

- o Smarter monsters (and even more of them!!).
- o Races and professions, including magic and other skills.
- o Items will actually have classifications (i.e. special abilities, bonuses when used by it's intended user and penalties when used by someone who isn't (a sword will give a warrior a bonus of 0, and a Magic-user a penalty of -2))
- o The campaign is on it's way!!

1.5 Patch .9a1

This patch fixes a bug in the character creation sequence. The game did not seem to like any name you used, regardless of whether it was being used already or not. It now correctly checks your player name against other users to make sure they are not the same.

1.6 Patch .9a2

This patch COMPLETELY checks your player name against everyone else's. It was not checking for upper and lower case before, only those names that specifically matched your character's name. Also the game is now in a release state.

1.7 Minor Revision .9b

The paging system for character against character combat works now. It also checks whether the player is alive or dead. Also fixed, was the blue screen clear after gaining level 19. It would clear the screen with a blue background. Can't have that now can we?(*)

1.8 Minor Revision .9c

The window clearing for the text and player data windows has now been changed to a clear to end of line. This shortens the amount of characters needed to clear the windows from 40 and 80 characters, to 10 and 10 characters. That will gain a lot of speed. Also, I have removed the question asking about your terminal length. The game now works in 23 lines all the time. There was no gain in using 24 lines.

1.9 Minor Revision .9d

The character information window code has been optimized to make it smaller, and faster. Time inside the door is now tracked. When the time is up, the user's character is saved, and then the user is booted out of the door. The time in the door can be configured by adjusting the TPS=10 line in the BattleG.config file. When the user logs on, their hit points are now reset. Users are also only allowed to attack users that are no more than 4 levels beneath them. This should make the game more playable for beginning users. Also, when defeating another user, you receive all of their gold.

1.10 Minor Revision .9e

Compiled: 2/22/94

A key file system has now been installed. All future versions of The Battle Grounds will now need a key file to run in 'REGISTERED' mode. Also, the BattleG: assignment was removed. You now specify the full path to the players.data, and Users/ directory on the first line of BattleG.config (see BGDoc.guide for more information...). As a next step, the game is ready for multi-line (aside from a compile bug with the resident library). Look for it in the upcoming weeks!!!

When attacking, users greater than level four are allowed multiple attacks. They are allowed an extra attack for every four levels above level four (as stated in BG-Users.doc). This feature is now working properly.

Also, the documentation files have been converted to AmigaGuide format (as you are reading this file from AmigaGuide). The documentation files in this archive are:

Registration.TXT	The registration form for The Battle Grounds.
BGDoc.guide	AmigaGuide compatible file covering information on The Battle Grounds.
BGVer.guide	AmigaGuide compatible file covering the version history of The Battle Grounds. (This file.)
BGVer.History	A standard text file covering the version history of The Battle Grounds in summary. (for use in BBS file notes, and text files.)
BG-Users.doc	An instructional text file on how to play The Battle Grounds to be displayed to users.

You will notice that the documentation files are easier to read and are complete (I hope). The format used for this version (archive and

documentation) will be used from now on. I hope to make things easier on the sysop, as well as myself, so if you have any suggestions, please let me know.

1.11 Patch .9e1

Compiled: 3/10/94

A problem created by switching to a newer version of DICE, caused an `sprintf()` call to work incorrectly. This wound up copying a NULL pointer into the character's name instead of the correct array pointer. There were a number of problems associated with this bug. It now uses `strcpy()` instead, so the whole user structure should now work correctly.

A few other bugs that I have found were removed. One of the bugs was in the challenge routine. When a challenged player touched any of the walls they would appear to 'freeze'. This was eliminated. Another bug dealing with the challenge routine also came about following a new version of DICE. Certain logic routines are no longer valid (actually, it's surprising they worked in the first place!(*)), such as the one that let's your opponent literally 'walk' all over your character. That won't happen anymore.

While I had installed code that will not allow you to challenge users more than four levels beneath you, I had to fix a few numbers in it. It now works the same way, regardless of how many users are in the `players.data` file.

Also removed, was the debug stub for the `.keyfile` information. No need to print out that information is there? Also, after hitting the spacebar from the 'No ANSI' opening screen, the game no longer tries to save a character (since none is in memory, it gave the 'Error saving user file' message).