BattleShips2

Patrik Jansson

COLLABORATORS

	TITLE : BattleShips2		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Patrik Jansson	December 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

BattleShips2

1.1   BattleShipsII guide by Me :)

```
                                  BattleShipsII
                        GiftWare

                   Patrik Jansson
                    ©1996-1997



         DISCLAIMER

         ABOUT

         REQUERMENTS

         THE~GAME~IDEA

         PLAYING

         GIFTWARE

         HISTORY

         TODO

         BUGS

         FILE FORMATS

         CONTACT~ME

         COPYING
```

1.2   DISCLAIMER

```
DISCLAIMER
```

You use this program at your own risk, if it damage your computer or
software in anyway you have no-one else but yourself to blaim.

The author can in no way be held responseble for any kind of damage it
couses.

This agrees to the concept of "As is" software.

1.3 About BattleShipsII

This game have been my hobby for the last 8 months, programming it and making
gfx/sounds for it.

I have made one earlier release to AmiNet, v0.2. It has grown from
the first source code 20KBs big, into the current 63KB, in about 1800
commands.

I used to have my "own" FMV format, but when problems (just before this
final release) were reported from mashines with only 1MB chip, then
converted the FMVs into anim-5 format, reducing it to only the half.

Do play this game as often as you like, make you own catalog with your
language, make your own FMVs (easy :)), re-draw the GFX. Do what ever you
please with is, BUT DONT DISTRIBUTE AN ALTERED VERISON.

1.4 Copying

                 COPYING

You may remove, change, rename any of the files included in this archive, but
you may NOT distrebute an altered version. Bobbanks and likes are alowed to
change, for exempel you have made a new bob bank, and wish everyone else to
have it, then by all means distribute it, but not in this archive.

You mat NOT charge anything for this game other than a normal PD-fee, magazines
that wish to include this game onto there discs should send me a gift or some
money.

If you wouls like to make your own FMVs, please checkout
                 file formats

1.5 REQUERMENTS

REQUERMENTS

  * HARDDRIVE to make the FMVs painless...
  * 1MB or chip and
  * 2MB of fast memory
  * 2.0 or above

Well, I haven't any idea on what kind of AMiGA this program will run, it was
compiled with AmosProCompiler with included AMOS.LIBRARY and no error
messages, as a WORKBENCH program, on a Amiga1200(WB3.0) with blizz020, 4MB
and 33MHz-882-FPU. I would like to know if you run it on any other config.
and what the result was, please (e-)mail me with your info (computer,
kickstart etc.).

Has been known to run under:
                                                   (CHIP/FAST)
Amiga Model   CPU   FPU   OS   Memory   ScreenType

Amiga 1200   030/42Mhz   882/42Mhz   3.0   2 / 8   PAL
Amiga 1200   020/28.8Mhz 882/33Mhz   3.0   2 / 4   PAL
Amiga 3000   030/25Mhz   N/A   3.1   2 / 8   NTSC
Amiga 3000   030/25Mhz   N/A   3.1   1 / 8*   PAL

* Problems with bigmovies(v0.9)

1.6 THE GAME IDEA

THE GAME IDEA

I STOLE the idea from the classical game, with same name. But I have
none, what so ever, idea if I've got the right amunt of ships and/or they are
in the right size.

The ships are as folowing:

*****   HangarShip (this should be 3+3 or 4+4, not like this one, 5+5)
 *****   (Actualy called: AirPlaneCarrier)

******   BattleShip (could be 5 squares long)

****   Radar1/Radar2 (is correct)

 *   SmallSub (also correct)
***

 *   BigSub (my idea, notice BattleShips ->II<-)
*****

**   Boat1/Boat2 (correct)

1.7 PLAYING

PLAYING

Start the game, and wait. To play, press start game, to change game type,
then hit options. There its possible to set witch ships to use, playfield

size, set players name and if they are computer, human or not included,
turn sounds on/off, turn movies on/off and the ability to save the settings.

Playing is easy, shoot all around the area when the game says its your turn,
marking it with displaying your players name..

To win, simply destroy all oponents ships.

1.8 GiftWare

                        This program is NOT crippled, so no one needs to crack it and can ←
                            spred it
as ELiTEwarez, athough this would make it famous.

To support the idea of a uppdate I would like some gifts, prefered money in
US$, DM or SEK, but anything of value will do. Send them to
                    me
                    .

Read
                    copying
                     to get to now what you may and what you may NOT do
with the game.

1.9 HISTORY

                    HISTORY

    28/6-96: V0.2   * Only two-player game (allthow I have complited
                        the source for dailing and connecting with
                        (null-)modem but not the 'game' rutines.
                    *
                Bug-reports needed
                    3/7 -96: V0.3   * Animations (GR8!) added
                        * Gfx-ships added
                        * Some bugg-fixes
                        * Changed docs into guide format
    17/7-96: v0.3.1 * New Ship-requester
                        * Possibility to have larger FMVs, (checkout my homepage)
                        * Some buggfixes :)
                        * New Shot-counter (countsdown with 'lines'
                          numberingsystem)
                        * Easyer to see wich ships that are sunk (they are
                          gosted now)
    18/7-96: v0.3.2 (inofficial)
                        * Computerplayer implemented, still very buggy
                        * Changed the startplayer2shoot to random,
                          since its most likley that the one that starts

```
                              winns.
    19/7-96:  v0.4   (update from v0.3.1 only)
                     * I fixed the computerplayer, and the checkgame between
                       me and the computer was successfull, I lost!
                       But it may still crash!
                     * New icon, better than the old one.. but... :)
    22/7-96:  v0.4.1 (inofficial)
                     * Bugg fixes in computerplayer, now even a bit smarter.
    30/7-96:  v0.4.2 (inofficial)
                     * Escape function added to ESC button in gamemode
                     * Cheat mode added
    08/8-96:  v0.5   Changed into giftware, sorry!
                     * Sounds added
                     * Buggfix in computerplayer: its no longer 'safe' to
                       put a ship vertical on the rightside of the gamearea.
                     * Fourplayer mode added. Finaly! :)
                     (and a lot more, that you dont notice!)
    10/8-96:  v0.5.1 * Fixed some buggs
    30/8-96:  v0.5.2 (inofficial)
                     * Made new options menu (still wrong)
                     * Bugg fixes!? (dont remember... :\ )
    31/8-96:  v0.5.3 (inofficial)
                     * forgott to change a thing to make the hole
                       options menu to work..
    06/9-96:  JUST A GR8 DATE!
                     * Tried all week making a 'smart' computerplayer,
                       that regognises ships that its shooting opon,
                       a bad and buggy player mad me mad, so today I
                       deleted the third stage in the computeplayer and
                       wrote a new one, from scratch (alltough using the
                       same principals). And voila! It worked after an
                       just halfhour! :)
                       Now onlt hav to fix that the secondstage don't blend
                       with the third!
    07/9-96: v0.6    * Bugfixes
                     * Implemented third stage (se doc) into the
                       computerplayer, its now a lot harder to beat. (but
                       still easy, I win 3/4 off all games currently)
                     * Some small changes (If you dont show activity the
                       game will continue without you)
                     * New Loggo picture (still needs some spellchecking :) )!
    22/9-96: v0.6.4  (inofficial)
                     * Bugfixes
                     * New Options Meny(old from v0.5.2 is removed)
                     * New Menu (on the top of the loggo!)
                     * Music on the main menu.
                     * !NEW! Name your players. (Player 1, Player 2 ... is
                       kind of boring, now names like "The King" is possble)
    08/10-96:v0.7    (inofficial)
                     * New Esc(ape) meny
                     * New sounds
                     * !NEW! Now you can REMOVE the Movies and BackGrounds
                       directorys and you will !NEVER! miss them!
                     * !NEW! Locale support, CD file included
                     * Finaly got some title-music (MED formated)
    12/10-96:v0.7.1  (inofficial)
                     * Amos wouldn't cooperate with MED-modules, so I had to
```

```
                        convert the title-music into ProTracker format, you
                        should not hear any diffrence.
                      * Smarter computer ship-positioning
   25/10-96:v0.7.4    * Main meny changed, text is lighted up under pointer
                      * Buggfixes
                      * Auto-start game re-implemented
   01/11-96:v0.8      (inofficial)
                      * Changed the ship-positioning system. Now its easier to
                        "undo" a false ship position.
   19/11-96:v0.8.1    * Made some changes to the ESCape proc. Now there is
                        some limited changes possible to make on the options
                        in the options-menu, via the ESCape proc.
                      * Fixed some buggs related to the changed ship-
                        positioning-system.
   10/12-96:v0.8.2    (inofficial)
                      * Changed place of some code, making the game more
                        smooth.
                      * Fixed (at last) that FMV-text, now its REALY centered!
                      * The playername string is now centered over the game-
                        area in 4-players mode.
   13/12-96:v0.8.3    (inofficial)
                      * Bugg reported from Sami Niromaa, fixed.
                      * When computer were placing its ships, the ESC
                        button worked, and the 'half trans.' background
                        were showing the computers ships. Fixed.
   14/12-96:v0.8.4    (inofficial)
                      * Fixed problem with "$VER:", and the
                        "BattleShipsII v0.x (9x.xx.xx)" string
   28/12-96:v0.8.5    (inofficial)
                      * In both placing_ships and two<-player-game are now
                        the playfield centered in both x and y.
                      * New borders
                      * Now the auto-start computerplayer can start as four-
                        player.
                      * No longer uses that file "ram:tmp"
   31/12-96:v0.9      Final ß-release
                      * Some minor changes
    2/1 -96:v0.9.1    (inofficial)
                      * changed the FMVs into Anim-5's (It took me ONE day!)
    4/1 -96:v0.9.2    (inofficial)
                      * fixed ESC-menu for non-catalog game.
                      * changed _showmovie[]
    6/1 -96:v1.0      (sorry, but I got no time today to upload it)
                      * Made smother fadein/out of Options menu
                      * Fixed problems with sounds and "placing-ships"-mode
```

1.10 BUGS

```
               BUGS


* When placing the ships:
     * If trying to select the same ship from the shiplist, the bob used
       to flash the image is jumping around.
     * Trying to unplace a ship without moving the mouse out of the 8x8
```

square it recently were placed in, will fail.
* Starting the computerplayer in the middle of a game will make it act
  stuppid, when it not is aware of the game past.

Have a idea on how to fix any of these "buggs", then:

Please report
                to me
                 !

1.11   File formats

FILEFORMATS

This section refers on how the files are made.

See Amos(Pro) docs for more info on databanks.

THE FMVs
This has changed since the DEMO versions, this is how the FMVs workes now,
with reduced memory consumtion.

All foregrounds are stored as ANIM-5 format. The problem with these are that
they cant have anysize disierd. So this is what I did, I made an .nfo file for
every single FMV (of animfile) that includes to rows, seperared by a CR, that
informes the game the x and y size of the movie on the ANIM-5 film.

The ANIM-5 cant be less than 192x(any, but not less than 129)

They should fit (the final product) these arguments:
    * Less than 90 frames
    * Anim-5 size is 192x130
    * Movie on ANIM-5 is 130-140x128
    * Are only in 16-color mode. (may work with non-grayscale)

The background in the last sequence is 5 simple 320x256 sized bobs in an
AmosPro BobBank.

FMV-SOUNDS
Hey, I'm not sure what mod. goes to what anim-5. On request I'll find out.
The mod.'s are simple protracker modules.

SOUNDS
Are simple AmosPro IFF-Sample-bank. On request I'll find out what sounds
that does what.

1.12   TODO

```
ToDo:

OverAll:
   * Make serial-mode

ComputerPlayer:
   * Fix smarter first stage. Then it's the best its ever going to be.
     (I probaly wont do this, becouse then it would be almost impossible
      to win....)
```

1.13 Contact Me

```
CONTACT ME:

Send your donations/gifts (prefered Amigas, Macs, money in US$, DM or
SEK, scanners, monitores, adriane-eternet-cards, harddrives etc. :) )
to this adress:

     Patrik Jansson
     Mossberg Sjögården
     680 50 Ekshärad
     SWEDEN

Send your buggreports (including how I regenerate the bug):

E-mail: kirtap@delta.se

For future updates and info on the develepment on this game, check out:
WWW:    http://www.delta.se/~kirtap
```