

# **Soliton**

Kai Nickel

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**COLLABORATORS**

	<i>TITLE :</i> Soliton		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Soliton

### 1.1 Main page

S o l i t o n

Solitaire card game  
Version 1.00

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### 1.2 Description

Description

Soliton is a Solitaire card game with the following feature:

- \* Cardsets are loaded via datatypes. You can also make them easily by yourself using any size or color depth you like.

- \* System-friendly  
MUI  
user interface, runs on  
workbench or any other screen. Works very fine on graphic  
cards, too.
- \* Selectable background pattern.
- \* Different game options.
- \* Languages: English and German.
- \*  
Giftware  
.

Requirements To play Soliton you need:

- \* Amiga with Kickstart 3.0 or higher
- \* Installed  
MUI  
Version 3.6 or higher

## 1.3 Installation

### Installation

Automatic The best way to get Soliton installed is to start the script  
"Soliton-Install". Don't panic: No files will be copied into  
your holy system directories!

You can start Soliton after the installation just by clicking  
its icon from the workbench.

By hand If the script does not work because you do not have Installer,  
just drag the "Soliton" drawer somewhere to your harddisk.  
Then take the "Soliton.guide" of your preferred language from  
"Soliton/Docs/<lang>/" and move it to the "Soliton/" drawer so  
that it can be used for online help.

Deinstallation Just delete the Soliton drawer. Thst's all.

## 1.4 Author

### Author

Soliton was written by Kai Nickel

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Translation As you can see my English is not very good, and I know that there are a lot of mistakes in this documentation. But despite this I hope that you can at least figure out what I wanted to say...

If anybody wants to put this documentation or the catalog into "real" English or even translate it into any other language: please contact me!

Updates If there will be updates of Soliton, I will send them to the Aminet (/game/think/). But you may also call the (german) Soliton-Support-BBS (24h online) called RPSBBS:

Modem: 49-6323-93066  
Login: graph2d  
Path : /Lokal/Support/Amiga/Graph2D  
(my username is "Kai")

## 1.5 Main window

### Main window

The window mainly consists of the playfield. Cards are moved by drag'n'drop: Click onto card, hold mousebutton pressed and release it over the destination field.

Up above are some buttons. They belong to the most important menu items. To find out what they do, please look at the according menu item.

Menu The menu offers the following functions:

Project

New game - Start new game

Clean up - Automatically try to move all visible cards to their destinations.

About - Show Soliton information

Help - Open online help like pressing HELP

Iconify - Close Soliton and put an icon on the workbench to wake Soliton up again.

Quit           - End Soliton.

Settings

Soliton       - Open Soliton  
  settings  
  .

MUI           - Open MUI settings for Soliton.

Help           If you press the HELP-key you will get an online-help window containing this documentation.  
              If you don't move the mouse pointer for a while, you will see a bubble containing help for the object under the mouse pointer.

## 1.6 Settings

### Settings

Cardset       Soliton can load cardsets in two different formats:

1. All cards in one image file. Just select that file here.
2. Every card is in a separate file in a common directory.  
   In this case, please select that directory (but no file).

You can easily create  
  your own cards  
  .

Pattern       Background pattern of the playfield. You can use any image file you want.

Buttons       Show or hide the buttons in the main window. You can still use the menu.

Open          Number of cards that should be turned around whenever you click the stack on the left bottom. The more the harder the game will be.

Block move    If active, you have to move the cards from the upper stacks all together as a single block. If not, you can take some of the cards and move them. The option makes the game harder.

## 1.7 Create cardsets

Create cardsets

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Info                   What you should know:

- \* All cards of a cardset have to be rectangular and of the same size. If the cards are very big you will need a very big screen to play with them. Cards with the size of 80\*120 will still fit on a 640\*512 screen.  
Hint: Soliton always shows 1/9 of an overlapped card. So the value of the card should be written readable in the first 9th part of every card.
- \* You can use any color depth you like. Soliton will remap the cardset to the present display environment while loading. DO NOT USE HAM MODES, because they cannot be remapped to be shown on "normal" screen modes.
- \* You can use every picture format that can be loaded with datatypes. Because not everybody has got all exotic datatypes I believe IFF, GIF and JPEG to be the best choice.

One picture or Soliton can load cards in two different ways:  
single files

- \* All cards are in one image file. They have to be next to each other in the way that is presented in the file "Cards\_Default.iff".  
Save the whole picture exactly without border (e.g. as brush) because Soliton assumes the card size to be 1/14 of the picture width \* 1/4 of the picture height.

Advantage       : Quite fast loading.

Disadvantage: You have to remap all cards to one common color palette.

- \* Each card is a separate file in a common directory. The file names are expected to be just like this:

```
"Back"        for the backsides  
"Empty"       for an empty card place
```

```
"Clubs_A"     for Ace of Clubs  
"Clubs_2"     for Two of Clubs
```

```
              .  
              .  
              .
```

```
"Clubs_K"     for King of Clubs
```

```
And just the same for: "Diamonds_#"  
                      "Hearts_#"  
                      "Spades_#"
```

Advantage       : Individual color palette for each card

Disadvantage: Time consuming loading

Publish

Of course you can publish your cards just as you like.  
If you want to upload them to Aminet, I recommend the same directory like Soliton.

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H A V E F U N ! ! !

## 1.8 History

History

V1.00           \* First version  
97-02-01

## 1.9 Copyright

Copyright

Soliton is copyright ©1997 by Kai Nickel.

Soliton is GIFTWARE. You are allowed to play it and copy it as long as you don't have commercial interests. The original-archive must remain complete and unchanged when you copy Soliton.

!!

If you like the program you are asked to send a small gift to the

author

. Don't know what? Well,  
just put some money in a letter and send it to me... :-)

!!

Explicit permission to publish Soliton is given to the Meeting-Pearls and the Aminet CD series.

The author cannot guarantee the correct function of Soliton and cannot be made responsible for any negative consequences that may result from the use of Soliton.

Soliton uses the  
MUI-system  
by Stefan Stuntz.

MagicWB and some of the icons in the Soliton package are copyright by Martin Huttenloher.

## 1.10 MUI

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## MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

MUI in Soliton Soliton needs MUI 3.6 or higher to be installed. You are allowed to use MUI without registering for it - but when you register you can take advantage of some extended functions in the MUI preferences. It is very recommended to read the MUI documentation carefully - especially of the MUI preferences. Despite that I would like to show you in the following list some advantages of MUI-programs that could be useful using Soliton:

If you want Soliton to work on an own screen and not on the Workbench then simply configure Soliton with the MUI preferences to use any screen you like.

Windows of MUI applications are resizeable and completely fontsensitive what means, that they look fine with every font.

MUI applications may be iconified at every time with an extra-gadget in the windows title bar.

MUI applications are known to the system as commodities

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and can so be handled with the commodity-exchange program.

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