

# **LightSpeed2**

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**COLLABORATORS**

	<i>TITLE :</i> LightSpeed2		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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## Chapter 1

# LightSpeed2

### 1.1 Contents - final, finito, done, over

LightSpeed2 Final Coded in AmigaE  
(source included)

This program is now FREeware

Introduction

Options Menu

Requirements

Micro Design

Legalities

Contact

New in 2

Keyboard Help

© 1998 Micro Design

### 1.2 Introduction - `sounds like that bit in Tron'

In short, we're talking light cycles. You (playing as a "cycle") ←  
must

direct an ever lengthening line of light around the screen, trying not to collide with the obstacles scattered in the play area, the trails of the three other players' lines or the trail of your own line. The style of play adopted can be defensive or offensive depending on preference. It's a simple idea, but with two (or better, four) human players it can get very addictive. See

Game Prefs

for details of advanced features.

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To install the game anywhere at all, just drag its icon and play away!

### 1.3 Options Menu - so many choices...

In the options menu are the following:

?# Player(s)

Begin Game

Player Control

Colour Control

Game Prefs

Every gadget in the options windows has a hotkey, so making ↵ changes to

the options is easy even when a joystick is plugged into the mouse port for playing purposes - just look for the underscores ("\_" under chars).

When Save is chosen from any of the sub-windows, the current setup is written to a file named 'light.prefs' in the program directory. If Use is chosen instead, the changes made to the setup will be implemented, but will not be written to the prefs file.

### 1.4 Selecting Players - grab three friends

This cycle gadget allows you to select how many human players are to take part in a match (1-4) or alternatively to select an all computer demo.

### 1.5 Begin Game - Play! Play! Kill! Kill!

Click this to begin playing using the current setup. In-game, after every match a score card will appear showing the current number of wins gained by each player. Click Play for another match or Quit to return to the options menu (Players' accumulated wins will be discarded). Pressing the Help Key during a match will pause the game. Pressing it again will recommence play. Once in-game, Esc will abort the match in progress and bring back the score card.

### 1.6 Player Control - choose your weapons

The player control window allows you to change the method of control for each player, as well as attach a name (max 7 chars) to each player. Only a single player can use a particular control method at any time,

so if two control methods have been set as identical, the Save and Use gadgets will be ghosted.

## 1.7 Colour Control - cool colours, check 'em out

The colour of all four lines can be edited from this window. Pressing on one of the numbered gadgets (1-4) will select which players' colour is to be edited and the slider gadgets alter the red/green/blue values of each colour.

## 1.8 Game Prefs - customize the playing experience

Dying Lines: When on, the trails of 'dead' lines can be crossed. Good for dancing on the graves of dead friends ;-)

Swooshes: Toggles the in-game 'swoosh' turning sound effects on/off.

Obstacles: Toggles the 'computer chips' on/off. When turned on, the chips will appear in a number of set positions, but whether any single chip appears or not is decided at random.

Screen Wrap: When this option is on, players who leave the game arena will reappear on the opposite side. When off, the line marking the edge of the arena acts as a solid wall and cannot be passed.

Acceleration: When this option is enabled, players can make their line move in small bursts at twice the normal speed by pressing fire. Once a line has accelerated, it cannot do so again for about one second after. The 'fire' keys for the keyboard are...

Cursors: right shift

Q-A-Z-X: space bar

CPU Turning: The logic used to control CPU players is coded to loop around so many times before creating a random number. If this random number is a certain value the CPU will turn left, if it is another value the CPU will turn right, and if it is yet another value the CPU won't turn at all. This slider controls how many times the code must loop before the lines think about turning. The default value is 70: setting it higher makes the lines turn less often and setting it lower makes them turn more often.

## 1.9 Requirements - don't ask us!

In theory:

Kick 37+

512k to run and 1Mb to run well

AGA for the 24 bit palette

In practice, we give no guarantees. There is no reason it shouldn't

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work, but Amigas come in many flavours and we only have two of those flavours to test on: A1200 '030 28Mhz 6Mb fast, Workbench 3.0  
A1200 '030 40Mhz 18Mb fast, Workbench 3.0

Notes: A few of MultiCX's features may really muck up LightSpeed's pubscreen and generally cause a mess. One that especially needs to be turned off is the HARDPATCH option for TagScreens. To allocate the mouse port LightSpeed has to temporarily kill the input device, so a program trying dumbly to use it might get a shock and flip out or lock up the machine. Lastly, altering the screenmode that LightSpeed uses with mode promotion tools is not a good idea, because the game must be able to read coords from the screen to function properly, and relies on that screen being 320 x 256.

## 1.10 Micro Design - all about those great guys

Micro Design is a two-man coding team, and the alter-ego of part- ←  
time  
computer artist Daniel Pimley and part-time programmer Richard West, hoping to acquire a reputation for quality coding on the finest machine this earth has ever seen.

Please direct all praise, flames, bug reports, good ideas, (and so on) to the email address. You should also consult the  
Legalities  
section  
of the guide for more details concerning the Micro Design name.

## 1.11 Legalities - it's the law!

The name 'Micro Design' is a collective alter-ego of Daniel Pimley and Richard West. All legal rights pertaining to the software referred to as 'LightSpeed' or 'LightSpeed2' that have been attached to the name 'Micro Design' must also be attached to those persons. Thus:

LightSpeed2 is Copyright © 1998 Daniel Pimley and Richard West.

The program and data files may be freely distributed, so long as they are not altered in any way and all accompanying files remain with them. No more than a nominal fee to cover media and other miscellaneous costs may be charged for the distribution of this program. The software is supplied "as is" and comes with absolutely no warranty either expressed or implied. This program has been released and distributed as FREeware.

## 1.12 New in 2 - bigger, better, brighter

Groovy new in-game graphics (wow!)

- thanks to Westy learning how to include image data in the code, and us not having to convert the objects into massive lists of single pixel drawing operations, which forced us into using simple, dull graphics;

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dying lines option added;  
crap long blocks option removed;  
many more obstacle position possibilities added - now 16 available;  
total possible number of chips on screen is now 16;  
less copy-cat CPU players - 4 independant  
    turn loops  
        added;  
additional sound added;  
logo screen removed - it was sooo boring;  
more efficient collision code;  
quicker appearing=less tedious score card;  
many little bugs squashed;  
no new bugs added :-)  
...and LightSpeed2 is Freeware because no one registered anyway!

This is almost certain (unless we did put any new bugs in) to be the final release of LightSpeed - so this is as good as it gets, people.

### 1.13 Email - please!

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