

CardsWorkShop V1.0 for Windows 3.x

Quick introduction

CardsWorkShop is a integrated editor/compiler/player allowing the quick design and play of solitary card games.

The language used ressembled PASCAL and is kinda object oriented (with only one type of object).

A good number of examples are included.

This is the first version so your feedback will be appreciated. Don't forget to take notice of the ToDo section.

All the source games are copyrighted David Jean, 1993 except CHARLES.CDL wich is copyrighted Charles-E. Jean, 1993.

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Why should I register?

- To get CWS-Library-I, a compilation of 25 ready-to-run with source solitary card games
- To know about Version 2.0 and CWS-Library-II before everybody else

How much will that cost me?

- 17.95\$ U.S, or 19.95\$ cdn, p&h included.
oversea, add 3.00\$ cdn for p&h.
no c.o.d. please.
- Specify if you want a 3.5" or 5.25" disk.
You can ease yourself by printing the file order.frm.

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Quick How-to-use

Installation :
Copy all the files in the same directory.
Make an icon for cws.exe.

files :
cws.exe : main environment
cws.hlp : help / manual for cws
*.cdl : source code for card games
*.cvc : compiled virtual code for card games
readme.txt : this text

order.frm : order form
file_id.diz : bbs description file
license.wri : you should read this before using CWS
vendor.txt : instruction for redistribution

Playing :

Double click on the icon representing the game you want to play.

Compiling :

Load a *.cdl file from the file|open menu or by double-clicking on its icon in a games-list-box.

Compile it by pressing the appropriate button in the editor window.

ToDo

Level 6

- Modify icons to represent the game it is connected to
- Add the possibility to have stack overlap (to program such games as pyramid...)
- Add a stack type spread, wich will spread all its card on its surface instead of stacking them one on another
- Add a type of card EmptySpot, wich is a see-through card

Level 7

- Add construction to language to control the status bar in the bottom of the window. For example writing a timer, score...
- Add HiScore dialog for games which computes score
- Add loosing special-effects...
- Add possibility to Save/Load game in progress (Note to myself : add a version number in compiled code and in saved game to make sure a saved game is used with the corresponding exec)

Level 8

- Add a way to stop interpretor when it is stuck in a loop
- Add a #include pre-processor
- Add a byte-code peephole optimiser
- Add a byte-code debugger
- Version 2.0 ShareWare