

Solitarexx v1.1

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Solitarexx v1.1

1.1 Solitarexx 1.2 Documentation

Your guide to

```
#####  #####  ##      ## #####  #####  #####  #####  ##      ## ##  ##  ##
##      ## ##  ## ##      ##      ##  ##  ##  ##  ##      ##      ## ##  ##
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#####  ##  ## ##      ##      ##  #####  #####  #####  #####  ##      ##
      ## ##  ## ##      ##      ##  ##  ##  ##  ##  ##      ## ##  ##  ##
##      ## ##  ## ##      ##      ##  ##  ##  ##  ##  ##  ##      ##      ##  ##
#####  #####  #####  ##      ##  ##  ##  ##  ##  ##  ##      ##      ##
```

v1.1

(c) 1996-1998 Michal Szafranski

What's this?

Introduction

Features

Requirements

Archive contents

Installation

I've installed it.

Starting and Usage

Available solitaires

I wanna more.

Creating cardsets

Creating new games

Available arexx commands

Programming tutorial

Author's corner:

History

Future

Distribution

Author

SXCS Format

1.2 Distribution

This software is subject to the "Standard Amiga FD-Software
Copyright Note". ↵

It is CARDWARE as defined in paragraph 4c.

For more information please read AFD-COPYRIGHT (Version 1 or higher).

Click if you want to contact the author.

Sure I want

1.3 Archive contents

Solitarexx 1.2 archive contents:

Docs.info

Scripts.info

Solitarexx

Solitarexx.info

sx.prefs

Utils.info

<dir> Cardsets

H10.cs

H16.cs

P10.cs

P16.cs

<dir> Docs

AFD-COPYRIGHT

AFD-COPYRIGHT.pl

English.guide

English.guide.info

Polish.guide

Polish.guide.info

<dir> Scripts

Basement.srx

Basement.srx.info

Demon.srx

Demon.srx.info

FreeCell.srx

FreeCell.srx.info

FrenchScarf.srx

FrenchScarf.srx.info

Golf.srx

```
Golf.srx.info
KingAlbert.srx
KingAlbert.srx.info
Klondike.srx
Klondike.srx.info
Klondike2D.srx
Klondike2D.srx.info
Maze.srx
Maze.srx.info
Metternich.srx
Metternich.srx.info
MonteCarlo.srx
MonteCarlo.srx.info
MonteCarlo2D.srx
MonteCarlo2D.srx.info
NinetyOne.srx
NinetyOne.srx.info
Parade.srx
Parade.srx.info
Quadrille.srx
Quadrille.srx.info
SirTommy.srx
SirTommy.srx.info
Spaces.srx
Spaces.srx.info
Spaces2D.srx
Spaces2D.srx.info
Spider.srx
Spider.srx.info
Tress.srx
Tress.srx.info
Triples.srx
Triples.srx.info
Tutorial.srx
<dir> Utils
  MakeCardset
  SetCardsetMode
  SetCardsetMode.info
```

1.4 Introduction

Solitarexx is another solitaire program. Now you can play your favourite solitaires using one program. ↔

The executable only handles cards and gui displaying on the screen. All the game stuff is controlled by scripts written in arexx.

Solitarexx have its own cardsets graphic format (SXCS) which

can be created using MakeCardset. Cards in this format may have different sizes so Solitarexx can be used with non-proportional screen resolutions like Hires.

You can also use your favourite REKO Klondike cardset. In this case you must choose a resolution with 1:1 pixel aspect.

1.5 Features

- low system requirements (except OS - 3.0 or later),
- small program size <20K,
- many games in one,
- screen resolution selectable with ASL requester,
- font sensitive and screen size sensitive gui,
- using card graphics from REKO Klondike II and III or in SXCS multi size format,
- with some arexx programming knowledge you can create your own solitaire or any other card game.

1.6 Requirements

- any Amiga with OS 3.0 or higher,
- RexxMast running in system,
- from 0.5 to 1.5 MB of free memory (according to used cardset file)
- a hard drive (not necessary but if you want install this on a floppy you must do it by hand)

1.7 SXCS Format Specification

If you want to make your own SXCS creator, viewer or datatype here comes full specification.

Every SXCS file consists of three parts:

1. Header, 38 bytes (fields listed as a C structure)

```

struct SXCS_Head {
    ULONG id;           - always 'SXCS'
    ULONG datasize;    - data size in bytes (2+3)
    ULONG cardsize;    - single card graphics size
    WORD height, width; - height and width of a card
    ULONG viewmode;    - screen mode preferred for this cardset
    UBYTE depth;       - number of bitplanes
    UBYTE maxcard;     - number of cards in set (datasize/cardsize)
    WORD spcx, spcy;   - spaces between columns and rows in pixels
    WORD maxx, maxy;  - maximum visible part of card in rows and
                      - column (must be lower than half of card
                      - height/width)
    ULONG reserved1;   - always 0
    ULONG cardsptr;    - palette size in bytes (2)
};

```

2. Color palette - 8 bits per gun, copy of CMAP hunk.

3. Cards graphics in raw format used by intuition DrawImage (data WORD aligned). Images order is same as MakeCardset file order.

1.8 Installation

In order to install Solitarexx on your hard drive copy all archive contents to desired directory.

Notice that because of arexx interface you must have REXXMAST running in your system before starting Solitarexx. You can start REXXMAST either by double-clicking on its icon (should be in 'System' drawer of your booting partition) every time you want to play Solitarexx or (preferred) by adding following line to your UserStartup file.

```
SYS:System/REXXMAST >NIL:
```

1.9 Starting and usage

Because Solitarexx is useless without arexx scripts you must have one before starting (some are included in 'Scripts' directory).

There are several ways of starting a script:

1. Double click on Solitarexx icon. In this way Solitarexx will start the script from preferences 'Startup' field.
2. Double click on the chosen script icon (it works only if Solitarexx executable file name with full path is present in scripts icon Default Tool field).
3. Click on Solitarexx icon then holding 'shift' key double click on the script icon.
4. Starting from CLI or Shell give script name with path as a parameter.

There are only 3 permanent gadgets on Solitarexx screen:

Load Game - at any time you can select other game script using ASL requester

Quit - leaves the program.

Prefs - enters the setup window where you can change:

- * Cardset - used cardset file,
- * Startup - arexx script loaded at startup,
- * Screen Mode:
 - Cardset - screen mode will be taken from cardset file (can be changed with SetCardsetMode program),
 - Custom - screen mode can be set using asl requester
 - On WB - open game window on default screen (Workbench in most cases).
- * Screen Font.

While play you can hide and show gadget window using right mouse button.

1.10 Creating new cardset files

Before creating cardset you must have cards images (52 faces plus card back etc) in IFF ILBM format. Images can have any size and depth but it must be the same for all (and all must have same palette). It is preferred to choose card size for your cardset from table below. Then place your images in one directory named:

File name Card

C00 Blank (a border with author info)
 C01 Blank (just a border)
 C02 Back of Cardset
 C03 Ace of Clubs
 C04 Ace of Diamonds
 C05 Ace of Hearts
 C06 Ace of Spades
 C07 2 of Clubs

.
 .
 .

C50 Queen of Spades
 C51 King of Clubs
 C52 King of Diamonds
 C53 King of Hearts
 C54 King of Spades

Files C55-C58 are not required if you will not include them they will be replaced with C01 (Blank)

C55 Base Stock I
 C56 Base Stock II
 C57 Base Stock III
 C58 Base Stock IV

Now you can create cardset file using 'MakeCardset' converter from dos shell:

```
MakeCardset <directory> <file.cs> <cards number> <ox> <oy> <mx> <my>
```

directory - the directory containing C?? files,
 file.cs - result SXCS cardset file,
 cards number - number of images in directory (55 or 59),
 ox, oy - spaces between stock columns and rows,
 mx, my - maximum visible card part in pixels (not more than half of card width/height)

Prefered card sizes:

	W	H	mx	my	ox	oy	number of stock columns on 640 wide screen
1	88	130	10	16	2	2	7
2	78	128	9	16	2	2	8
3	63	84	8	12	1	1	10
4	40	64	8	10	0	0	16

When creating Hires cardsets values H, my, oy must be divided by 2.

1.11 Where's the author?

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1.12 History

Solitarexx History

v1.2

- Free Cell script,
- options menu in window instead of a screen (since gfx card have no capability for moving screens,
- can open on default screen.

v1.1

- WHICHCARD, ERRBEEP, REDRAW changed,
- screen mode also affects main screen,
- screen font selection,
- GUI is now screen size and font sensitive,
- more CYCLE features,
- added some error handling,
- scripts as CLI or Workbench parameters,

v1.00 14.07.97

- CLEANUP, GETGADGET, CARDREVERSE - new rexx commands
- CARDSELECT code rewritten + features added
- SELECTGUI - bitmask as param instead of first line and length
- full working versions of Klondike and Demon scripts

v0.50 08.07.97

Phew, most of features are working. Arexx includes 14 basic commands. Support for 3 gadget types (button, text and cycle).

v0.00 - v0.10 07.96

v0.11 - v0.16 05.97 - 06.97

1.13 What in future versions?

- sound effects as 8SVX files,
- more gadget support (STRING, INTEGER, CHECKBOX),
- script preferences saved with program preferences (highscores, gadget states, game position saving),
- object oriented cardstocks positioning (like gadgets in MUI).

If you are interested in future versions of this program contact the author.
