

8/7/98

- Fixed – sizzler – better logging w/ skip buttons etc.
- Fixed – Register movie –
- NOTE: KTCST.CST, SSQCST.CST, SIZZLER.DIR should (must) not be protected

7/24/98

- fixed – a couple of glitches in install. If the user chose his own target directory, it was ignored. Also the uninstall didn't work – it couldn't find the uninst.isu log file

7/21/98

- fixed – background bitmap for Skills was named wrong, and paths were wrong.
- fixed – moved DLESTART stuff to DL movie – palettes more solid – changed path to ini file from 'the pathname' to 'dlpath'
- fixed – eqrmp didn't work when the 'registry' frame was added, so created a new movie 'eqrmstr' do check whether 'skills' was registered.
- Fixed – eqrmp – fixed ordering of costuming – used to allow dressing in any order – now doesn't
- Fixed – gDNS variable was eliminated. Now 'gAll' is set to 3 if ini file [passwords] DNS = product UPC code – for debug use only. There is no 'ship this screen' button any more.

980425

This is the first 'multipartition' version. This has involved extensive changes to how and where registration stuff happens. Here is the gist:

Splash1 – Movie script 62

called from 'startmovie'

Note the global variables for the product ID's (UPC Codes), and the registration status for each product. Using the globals results in fewer calls to AxiaReg and slightly more readable code.

```
On RegistrationSetup
global DLPath, gDNS, gProdAll, gProdSkill, gProdGame, gAll, gSkill, gGame

-- this uses the 'storefront' AxiaReg. The product's UPC code is used as the product ID

-- identify the partitioned products into global variables
set gProdAll = "778227411816" -- KYH Complete Green
set gProdSkill = "778227411823" -- KYH Skills Green
set gProdGame = "778227411830" -- KYH Game Green

-- identify each of the partition product ID to AxiaReg then
-- check the registration status of each partition and save into global variables
AxiaRegSetProduct(gProdAll, 1)
set gAll = AxiaRegIsRegistered()
AxiaRegSetProduct(gProdSkill, 2)
set gSkill = AxiaRegIsRegistered()
AxiaRegSetProduct(gProdGame, 3)
set gGame = AxiaRegIsRegistered()

-- read gDNS from Hockey.ini
-- this is normally used to skip over the intro reg screen (gDNS > 0)
```

```
put IniFileGetPrivateString("PASSWORDS", "DNS", "0", DLPPath & "Hockey.ini") into gDNS
if gDNS = gProdAll then set gAll = 3 -- if gDNS = gProdAll, everything acts as if it's registered
end
```

Splash1 – Score script 74

This was used to call the 'intro registration screen'. If the user checked the 'Do Not Show' button, gDNS was set to one and this screen was skipped from then on

```
..
..

if gAll > 0 then
  go movie "main"
else
  go movie "regAll"
end if
end.
```

At the start of every partition section, a check is made to see if the partition is already registered, otherwise the appropriate registration screen is called.

Score script for frame one of eqrmp, ktgmenu, ssqintro, etc

```
on exitFrame
  if checkskills() then – or CheckGame
    go next
  else
    go movie "regskills" – or regGame
  end if
end
```

registration checks cast member in movie **checkreg**

```
global gDNS, gAll, gSkill, gGame, gProdAll
```

```
on CheckSkills
  if (gAll>1) or (gSkill>1) then
    return TRUE
  else
    return FALSE
  end if
end
```

```
on CheckGame
  if (gAll>1) or (gGame>1) then
    return TRUE
  else
    return FALSE
  end if
end
```

```
on CheckAll
  if gAll > 1 then
    return TRUE
  else
    return FALSE
  end if
end
```

The actual registration movies work as follows – using the ‘ALL’ screen as an example

In the first frame score script , get the ‘lock’ code and display it

```
on exitFrame
global gShowBtn, gcontbtn, gProdAll

  AxiaRegSetProduct(gProdAll,1)
  put AxiaRegGetLock() into field "TheLock"
  put "" into field "UserEntry"

  set gshowbtn = new(script "buttonstuff")
  init gshowbtn 3
  set gcontbtn = new(script "buttonstuff")
  init gcontbtn 2

end
```

in score script for second frame

```
global gContBtn, gShowBtn, gAll

on exitFrame
  if objectp(gcontbtn) then
    doRollover gcontbtn
  end if
  if objectp(gShowBtn) then
    doRollover gShowBtn
  end if
  if objectp(gnoshowbtn) then
    doRollover gnoShowBtn
  end if

  -- See if the Registered flag has come on
  set gAll = AxiaRegIsRegistered()
  if gAll > 0 then -- he's now registered!
    -- trash the puppetsprites and button objects
    ZapThemButtons

    -- go to the "I'm registered exit point"
    go to frame "byebye2"
  else
    go to the frame
  end if
end

on keyup
  if the key = BACKSPACE then put EMPTY into field "UserEntry"
  if "ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890" contains the key then
    put the key after field "UserEntry"
  end if
  AxiaRegSetKey(field "UserEntry")
end
```
