

BattleDuel

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Contents

1	BattleDuel	1
1.1	BattleDuel Documentation	1
1.2	Motivation	2
1.3	Features	2
1.4	Requirements	3
1.5	BattleDuel im WorldWideWeb	3
1.6	Control Panel	3
1.7	Quit the program	4
1.8	Recalculate	5
1.9	Change the weapon	5
1.10	Barrel	6
1.11	Powder	6
1.12	Move	6
1.13	Victories	6
1.14	Damage	6
1.15	Game Menu	7
1.16	Player	7
1.17	Type of game	7
1.18	Type of tournament	8
1.19	Team sequence	8
1.20	Number of players	8
1.21	Difficulty of the game	9
1.22	Weapon selection	9
1.23	Load other settings	9
1.24	Save current settings	9
1.25	Reset the settings	9
1.26	Don't change the settings	9
1.27	Use settings and start the game	9
1.28	Special settings	10
1.29	How many duels?	10

1.30 Unlimited number of duels?	10
1.31 Which player starts the next duel?	11
1.32 Wind?	11
1.33 Maximum wind	11
1.34 Maximum change of the wind	11
1.35 Show the flight path?	11
1.36 Distance between castles	11
1.37 Dynamic Wind	11
1.38 Maximum wind change	11
1.39 Fail of cannon possible?	12
1.40 Probability for cannon fail	12
1.41 No full hits possible?	12
1.42 Swap player positions?	12
1.43 Use current settings	12
1.44 Don't change the settings	12
1.45 Player Menu	12
1.46 Enter new player	13
1.47 Remove player	13
1.48 Change values of player	14
1.49 Reset the player statistics	14
1.50 Preferences	14
1.51 Graphic Preferences	14
1.52 Sound Preferences	15
1.53 Network Preferences	16
1.54 Screen Preferences	17
1.55 Misc Preferences	18
1.56 Save settings	18
1.57 Use settings	18
1.58 Highscore	18
1.59 Network	19
1.60 Connection with a nullmodem	20
1.61 Connection with a modem	20
1.62 Connection with TCP/IP	20
1.63 Connection with Parnet/Pronet	21
1.64 About	21
1.65 Speed	21
1.66 Memory	22
1.67 graphic_boards	22
1.68 Tooltypes	22

1.69	why_register	22
1.70	registration	23
1.71	Updates	23
1.72	Keyfile	23
1.73	History	24
1.74	History Version 1.00 (5.4.94)	24
1.75	History Version 1.01 (21.4.95)	24
1.76	History Version 1.02 (1.5.95)	24
1.77	History Version 1.03 (4.5.95)	24
1.78	History Version 1.4.80 (27.4.96)	25
1.79	History Version 1.5.42 (2.8.96)	25
1.80	History Version 1.6.80 (1.3.97)	25
1.81	History Version 1.6.96 (11.5.97)	26
1.82	History Version 1.6.100 (1.6.97)	26
1.83	History Version 1.7.85 (15.4.98)	26
1.84	History Version 1.7.105 (9.9.99)	27
1.85	authors	27
1.86	thanks	28
1.87	used_programs	28
1.88	licence	29
1.89	warranty	29
1.90	Copyright	30

3.3 Graphicboards Use with graphicboards

3.4 Tooltypes Supported tooltypes

4. Registration

4.1 Why register? Deactivated functions

4.2 Registration How to register

4.3 Updates Updating BattleDuel

4.4 Keyfile What about the keyfile?

5. History

5.1 Development History of BattleDuel

6. Credits

6.1 Authors Adresses of the authors

6.2 Thanks to Thanks and greetings

6.3 Used programs Which programs were used?

6.4 Licence Please read this!

6.5 Warranty What warranty?

6.6 Copyright Ok, all right

1.2 Motivation

1.1 Motivation

=====

We got the idea for BattleDuel when we played 'Artillery Duel' on the C-64.

After some hours of playing we got annoyed by some small bugs and other insufficiencies. Soon we agreed to program an Amiga version.

There are already some games of this type on the Amiga but they mostly lack good graphics and game play. We wanted the game to be very near to the original. Furthermore we (and **others**) got many ideas about improvements and options that had to be build in :-)

Have fun with BattleDuel...

1.3 Features

1.2 Features

=====

BattleDuel

- can be played with up to 8 players
- offers computer opponents with selectable difficulty
- has 5 play modes: normal duel-mode, 2 tournament-modes, conquer mode and a training mode

- has a team mode: two teams (each with two players) can play against each other
- has a network mode: games with nullmodem, modem, parnet/pronet and TCP/IP are possible
- is programmed completely system friendly
- is multitasking friendly
- adjusts to ECS, AGA and graphicboards automatically (only 1 program)
- has nice graphics and sound-effects
- has a nice gadtools interface

1.4 Requirements

1.3 Requirements

=====

To play BattleDuel you need:

- Kickstart2.04 or higher
- at least 1 MByte chip memory

1.5 BattleDuel im WorldWideWeb

1.4 BattleDuel Online

=====

If you are looking for informations about BattleDuel (e.g. development, comments and reviews, screenshots, updates, extensions) take a look at the BattleDuel homepage:

<http://welcome.to/battleduel>

1.6 Control Panel

2.1 Control Panel

=====

With this window you can control the complete program. The Help-key shows you the online help. The escape-key is used to close (cancel) a window, the return key is used to confirm a window (ok). With the "i"-key you can get some informations about your system. If you want to save the window position on a publicscreen, you just have to save the preferences.

If you want to abort a running game, click on the Game-Menu-gadget.

Gadgets for program control:

Quit Quit the program

Recalculate Calculate a new landscape

Game Menu Game Menu Window

Player Menu Player Menu Window

Preferences Preferences Window

Highscore Highscore Window

Network Network Window

About About Window

Gadgets for cannon control:

Weapon Change the weapon

Barrel Change the angle

Powder Change the amount of powder used

Move Change the cannon position

Information gadgets:

Victories Number of victories

Damage How much damage have you suffered?

The colored display (green -> yellow -> red) shows the damage of the weapon, the blue display shows the energy stock.

You can control the cannons with the keyboard (numeric block) too:

Weapon: keys - and +

Barrel: keys 7 and 9

Powder: keys 4 and 6

Move: keys 1 and 3

Fire: Enter

In addition you can control the cannons with a gamepad:

Weapon: green and yellow keys

Barrel: joystick up and down

Powder: joystick left and right

Move: forward and reverse keys

Fire: red key

With the blue button (resp. shift key) you can activate the "fast mode", i.e. if you hold down the blue button and change the angle of the barrel, the angle will change quicker.

1.7 Quit the program

With this gadget you can quit the program.

1.8 Recalculate

With this gadget you can calculate a new landscape. It is activated only if a new duel is started and no player has fired yet. So you have the possibility to change an "unfair" landscape.

1.9 Change the weapon

The window with the weapon selection is opened with the right mousebutton! Now you can change the actual weapon (click with left mousebutton on the appropriate gadget) or close the window with the right mousebutton. Right beside the weapon the amount of energie the weapon uses is shown.

Every cannon has an energie stock of 100 points. For every used weapon points are taken off this stock, until the amount of energy isn't sufficient anymore. Then the only possible weapon is "Air Raid". All damages that are repaired automatically (barrel, powder, move and anemometer) require one energy point, too.

There are five different weapons:

- Normal Shot:

This is the normal cannonball.

- Parachute:

This cannonball has a parachute, which opens if the cannonball falls down.

Because of the parachute, it is very wind sensitive.

- Energy Flash:

With this weapon one can reduce the energy stock of the opponent. It works, if one hits the basis, too, but only with a reduced effect.

- Rocket:

This is a rocket, which automatically aims for the opponents cannon.

- Air Raid:

After a radio message is sent, a bomber flies into the screen. The bomb is dropped after a click on the "FIRE" gadget. The special on this weapon is, that it uses two rounds (1. round: radio message, 2. round: bomber flies).

This weapon uses no energy. Because of this, it is the only weapon which is useable after the energy stock is used up.

The cannon can be repaired with "Repair".

This table shows all weapons, the appropriate costs and the caused damages:

Damage (Cannon) Damage (Basis)

Weapon | Costs | Min | Max | Min | Max |

Normal Shot | 5 | 1 | 50 | - | - |

Parachute | 10 | 40 | 100 | - | - |

Energy Flash | 20 | 30 | 50 | 5 | 10 |

Rocket | 40 | 25 | 100 | - | - |

Bomber | 0 | 25 | 100 | - | - |

Repair | 40 | 20 | 50 | - | - |

The 'damage' of an "Energy Flash" corresponds to the amount of energy that is subtracted of the opponents energy stock, the 'damage' of "Repair" corresponds to the amount of damages that are repaired (in procent).

1.10 Barrel

With this slider gadget you can change the angle of the barrel. The allowed range is 0 to 90°.

1.11 Powder

With this slider gadget you can change the amount of powder. The allowed range is 1 to 200 (1 means 'very feeble', 200 means 'very strong').

1.12 Move

With this slider gadget you can change the position of the cannon.

1.13 Victories

In this gadget the number of victories of the actual game are displayed.

1.14 Damage

In this gadget the damage status of the cannon is shown (0 means 'no damage', 100 means 'write-off'). Furthermore you can see the damage on the colored display.

The cannon can be damaged in four ways. These are displayed right to the corresponding gadget. Green means all is working well, yellow means there are light damages and red means there are heavy damages. If the windgauge is hit, the wind for the next shoot is unknown (the display says "??" instead). If the barrel is hit you can only move it in 3 degree steps, the same holds for the powder. If you hit the basis you can move the cannon only in a small range. If a damaged part of the cannon is hit again, the damage goes from light to heavy, which means that the part is unuseable for the next shoot. All damages are repaired automatically.

1.15 Game Menu

2.2 Game Menu

=====

In this window you can change the settings for the games.

Gadgets

Player1-4 Player

Game Mode Type of game

Tournament Mode Type of tournament

Team Mode Team sequence

of Players Number of players

Game Level Difficulty of the game

Weapons Weapon selection

Game Mode Options Special settings

Load Settings Load other settings

Save Settings Save current settings

Reset Reset the settings

Cancel Don't change the settings

Start Game Use settings and start the game

1.16 Player

With these gadgets you can change the players for the games. It is possible to use from 2 upto 8 players (dependent on the game-mode). To select a player you first have to select him from the list ('Available Players') then you click on one of the activated player-gadgets (e.g. 'Player 2'). You have to fill in the selected number of players or the game won't start. If there are not enough human players you can fill up the rest with computer players.

1.17 Type of game

You can select between 4 game modes:

1) Duel Mode:

normal mode, 2 or 4 players

2) Tournament Mode:

tournament mode, 3 to 8 players (dependent on tournament mode)

3) Training Mode:

training mode, 2 or 4 players

4) Conquer Mode

conquer mode, 2 or 4 players

The goal is to conquer the opponents castle. The distance between the two castles is Conquer Width*2 (represented with blazons). If a player wins a duel, he gets a blazon from his opponents, if he loses, he has to give it back. The player who first reaches the castle of the opponent has won.

For more options see [Game Mode Options](#) !

1.18 Type of tournament

K.O. System

Only the winner of a duel advances one round. This mode is only possible with 4 or 8 players!

With 4 players there are 3 duels: 2 half finals, 1 final

With 8 players there are 7 duels: 4 quarter finals, 2 half finals, 1 final

Each vs Each

Each player has to play against each other. The player with the most victories is the winner.

Number of duels:

3 players: 3 duels

4 players: 6 duels

5 players: 10 duels

6 players: 15 duels

7 players: 21 duels

8 players: 28 duels

1.19 Team sequence

If the team mode is activated you can select whether the teams shoot in an 'Alternate' mode or if the teams shoot 'One after another'.

Example (the cannons are enumerated from 1 to 4):

'Alternate' : sequence 1 - 3 - 2 - 4

'One after another' : sequence 1 - 2 - 3 - 4

1.20 Number of players

With this gadget you can select the number of players for the tournament-mode.

1.21 Difficulty of the game

You can select between 3 difficulty levels: Easy, Medium and Hard.

The only difference for now is the maximum strength and the maximum change of the wind speed. This can change in the future.

1.22 Weapon selection

You can select between two modes: "Original" and "Enhanced". "Original" corresponds to the game principle of the older BattleDuel versions, i.e. there is only one weapon (the normal cannonball). "Enhanced" gives you the possibility to use all of the new weapons.

1.23 Load other settings

A settings file (with players, game mode, game mode options, ...) is loaded from the settings directory. The file 'Default.set' is loaded everytime BattleDuel is started. If you want to save the current settings as "default" you must use this name!

1.24 Save current settings

A settings file (with players, game mode, game mode options, ...) is saved to the settings directory. You don't have to enter the extension ".set"; it is appended automatically.

1.25 Reset the settings

The settings for players, game mode and number of players is reset to default values.

1.26 Don't change the settings

The new settings are not used and the window is closed.

1.27 Use settings and start the game

The settings are used and the game is started.

1.28 Special settings

2.3 Game Mode Options

=====

In this window you can change the settings for the current game mode (all other settings are not changeable!).

Duel Options

Best of x Duels How many duels?

Unlimited # of Duels Unlimited number of duels?

Who starts Which player starts the next duel?

Training Options

Wind Wind?

Max Wind Maximum wind speed

Max Change Maximum change of the wind speed

Show Flight Path Show the flight path?

Conquer Options

Conquer Width Distance between castles

Misc Options

Dynamic Wind Dynamic wind?

Wind Change Maximum wind change

Cannon Fail Failure of cannon possible?

Probability Probability for cannon failure

No Full Hits No full hits possible?

Mix players Swap player positions?

Use Use current settings

Cancel Don't change the settings

1.29 How many duels?

Here you can enter the maximum number of duels. This value is only an upper bound, you certainly can quit the game earlier. The allowed range is 1..99.

1.30 Unlimited number of duels?

If you don't know how many duels you want to play, simply activate this gadget. You then really can play an unlimited number of duels, but you should quit the game after 10 hours :-)

1.31 Which player starts the next duel?

With this gadget you can select if the loser, the winner or a random player starts the next duel (for the first duel a randomly selected player is used).

1.32 Wind?

With this gadget you can select between wind and no wind.

1.33 Maximum wind

Here you can enter the maximum wind speed. The allowed range is 1..20.

1.34 Maximum change of the wind

Here you can enter the maximum change of the wind strength. The allowed range is 1..10.

1.35 Show the flight path?

The flight path of the cannonball with the current settings is shown (and erased). This option is particularly useful for beginners to learn the game. (If your computer is slow you won't have much fun with this option, because a lot of calculation is necessary!)

1.36 Distance between castles

Here you can change the distance between the two castles. The distance is always doubled, i.e. 3 means 6 fields and 5 means 10 fields.

1.37 Dynamic Wind

Dynamic wind means that the wind changes while the cannonball is flying. This causes the flight path to be less predictable.

1.38 Maximum wind change

With this gadget you can select the maximum change of the dynamic wind. The allowed range is 1 to 30.

1.39 Fail of cannon possible?

With this gadget you can select, whether you want to have cannon failures or not. A cannon failure always happens at random. If your cannon fails, the cannonball has not as much power as normally. It is possible that you hit yourself if the wind is strong enough :-)

1.40 Probability for cannon fail

You can select the probability for a cannon failure. The allowed range is 1..20%.

1.41 No full hits possible?

If you activate this gadget then full hits (i.e. 100%) are no longer possible. The maximum damage per hit now is 75%.

1.42 Swap player positions?

If you activate this option, the positions of the players in a game are swapped randomly; if you deactivate this option, the positions of the players are set according to their sequence in the "Game Menu".

1.43 Use current settings

The settings are used and the window is closed.

1.44 Don't change the settings

The settings are not used and the window is closed.

1.45 Player Menu

2.4 Player Menu

=====

Within this window you can enter new players, remove old ones, change the skill level for computer players and change the player names. Furthermore you can view the actual statistics for every player.

Active Players

In this list all players are shown. It contains the following columns:

Typ : C for computer, H for human players
Location : L for local players, N for network players
Skill Level : E for Easy, M for Medium, H for Hard
- for human players
Name : Name of player
Player statistics
Duels : Number of duels
Victories : Number of victories
Total Shots : Number of shots
Total Hits : Number of hits
Skill Level : Skill level (only for computer players)
Score : Total of all scores
Average Score : Average of all scores
Total Hit % : Percentage (Number of hits per 100 shots)
Hit % Analysis : Figure of the Hit % of the last 50 duels:
the higher the value, the better
the red line shows the mean value (corresponds to Total
Hit %)
Rank : Actual rank
Gadgets
Add Enter new player
Remove Remove player
Edit Change values of player
Reset Values Reset the player statistics

1.46 Enter new player

You can enter the name, the type and the skill level of a player. Every name can appear only once. If you enter a name that already is present you have to enter a different one. In the most cases you will select 'Human' for the type of a player, because the computer players are only the opponents and can not be played by humans. The skill level is only for computer players. The higher it is, the better the computer will play. You can select an initial angle for the cannon of human players. This cannon is set to the specified value when a new duell is started.

1.47 Remove player

You have to select the player you want to remove from the player list. After a security request it is deleted and gone forever.

1.48 Change values of player

You can change the name of a human player afterwards. In addition to this you can change the skill level of computer players. For the values see

[Enter new player](#) .

1.49 Reset the player statistics

After a security request all values of the player statistics are reset to 0.

1.50 Preferences

2.5 Preferences

=====

Gadgets

[Graphic Prefs](#) Graphic Preferences

[Sound Prefs](#) Sound Preferences

[Network Prefs](#) Network Preferences

[Screen Prefs](#) Screen Preferences

[Misc Prefs](#) Misc Preferences

[Save](#) Save settings

[Use](#) Use settings

1.51 Graphic Preferences

Trees

Shall trees be drawn in the landscape?

Flag Animation

Shall the flag move? If not, only after the wind changes a new picture is drawn (on a slow computer (e.g. A500) it is better to turn off the animation, because it uses too much calculation time and the whole game runs very slow).

Shake Screen

Shall the screen shake when hit (or a miss strikes in the near vicinity of the cannon)?

Balloon

Here can switch the balloon on or off.

Rabbit

Here can switch the rabbit on or off.

Soldiers

Here can switch the soldiers on or off.

Landscape

With this slider gadget you can select the appearance of the landscape.

'Flat' means a really flat landscape, while 'Rough' means a mountainous landscape. (This setting is first used when a new landscape is generated).

Ground Draw

With this slider you can select the speed with which the landscape and the trees are drawn. (Some people like it, if the landscape is drawn slowly, like it was on the C-64 :-). [If the slider is on the right the landscape is drawn as fast as possible, without a delay]).

Shoot Speed

Here you can change the speed of the weapons (don't make it too slow, because it then looks very unrealistic).

Background Load

In which order shall the landscapes be loaded? 'Random Order' means at random while 'In Order' means one after the other.

1.52 Sound Preferences

Sound System

Select the sound system: 'Paula' for all Amigas, 'AHI' for Amigas equipped with a soundcard.

Volume

Here you can change the volume.

Game Music

Turn the 'Game Music' on or off.

Highscore Music

The 'Highscore Music' is played only if a new player gets into the highscore list.

Landscape Music

Turn the 'Landscape Music' on or off.

Sound FX

The 'Sound FX' are all used while you play a game.

Swap Channels

If you active this option, the left and right sound channels are swapped. You have to activate this option only if the sound effects don't appear from the right channel.

Copy Modules to RAM:

To save memory BattleDuel uses several small sound-modules instead of one big module. These modules are then loaded when they are needed by the program. If you activate this option, the modules are not loaded from harddisk but from the RAM-disk, which is much faster. Only activate this option if you have enough free memory (the modules need around 600 kByte memory).

1.53 Network Preferences

Nullmodem:

Device

You can select the device which should be used. The default is serial.device and works on every Amiga (other successfully tested devices are BaudBandit.device and artser.device).

Unit

Here you can select the unit that should be used.

Baud

You can change the baudrate to the following values:

300,600,1200,2400,4800,7200,9600,19200,38400,57600,115200

Transfer Mode

Here you can select between a normal and a high speed mode. The difference is that if you select "High Speed" no checksums are calculated and therefore the amount of data is much smaller. If you encounter any problems with the nullmodem connection you should set this gadget to "Normal".

Important: the setting must be equal on both computers!

Modem:

Device

see Nullmodem

Unit

see Nullmodem

Baud

see Nullmodem

Init

This string is used to initialize the modem. Sometimes it has to be changed.

Dial

This string is used to dial a number. Sometimes is has to be changed.

Hangup

This string is used to hang up. Sometimes is has to be changed.

Phone #1-4

Here you can enter four telephon number from which you can select one in the network window.

TCP/IP:

AmiTCP/AS225

Here you can switch between AmiTCP and AS225.

Host#1-4

Here you can enter four hosts from wich you can select one in the network

window. It is possible to use both addresses (like a3000.nowhere.else) and IP numbers!

Parnet:

Local Path

Here you can enter the local path where BattleDuel will create the files that are needed for a Parnet/Pronet connection.

Remote Path

Here you can enter the remote path where BattleDuel will create the files that are needed for a Parnet/Pronet connection.

Type

If you want to establish a connection, one computer has to be the server and the other one the client! This is very important and should be checked first.

RTS/CTS

With this gadget you can select between hardware- and software-handshake. Normally you should enable this gadget, but if you have problems with a connection you can disable it.

Timeout

Here you can enter the amount of seconds after which a timeout is detected. If there are timeouts while you are doing a network game, it is recommendable to increase this value.

1.54 Screen Preferences

Screenmode:

Select

Here you can select a new screenmode. If you don't have version 38 or higher of Asl.Library you have to change the value within the icon (see [Tooltypes](#)).

Height

You can change the height of the screen between 400 and 512 pixels.

Borderblank

Here you can select, whether you want a black border around the screen or not.

PublicScreen:

PublicScreen

If you want to play BattleDuel in a window on a publicscreen (e.g. Workbench) you have to activate this gadget. This only works with Kickstart ≥ 3.0 and only if the publicscreen has enough free colors (we recommend to use a screenmode with at least 128 colors, with graphicboards 256 colors). The height of the window can be changed with the "Height"-gadget.

Name

Here you can enter the name of the publicscreen.

1.55 Misc Preferences

Enable Gamepad

Here you can activate the gamepad control. The gamepad has to be connected to the second joystick port, because you need the mouse to control the other functions of the program.

Attention: please activate this option only if you use a gamepad. Some users experienced problems if this option was activated and no gamepad was connected!

Use OwnDevUnit.library

Here you can select if BattleDuel should use the OwnDevUnit.library when it tries to allocate the serial port (network mode).

Show opponent settings

Here you can select if you want to see the cannon settings of the opponent in a network game.

Fade effects

Here you can select if you want fade effects when you start/quit the program.

1.56 Save settings

The actual settings are saved into the file 'BattleDuel.prefs'.

1.57 Use settings

The actual settings are used but not saved.

1.58 Highscore

2.6 Highscore

=====

In this window you can see the Top Hundred of BattleDuel players. Only human players appear in this list. The list is sorted according to the 'Average Score', i.e. the average score for one game (score / number of duels). Only highscores for games with at least 3 duels are inserted!

The score is calculated in the following way:

$$\text{damage} * \text{hits} / \text{shots} * 100 * (1.01 - \text{shots} / 100) + \text{bonus}$$

The bonus (only for the winner) is dependent on the game level:

1000 for easy, 2500 for medium and 5000 for hard

If the enhanced weapon mode is used, the remaining energy points are

multiplied by 10 and added to the score. In addition there is a game bonus, which depends on the settings in the Game Mode Options and Graphic Prefs; the higher the difficulty the higher the score. If an enemy balloon is shot down one gets 1000 bonus points, if a balloon of the own side is downed, 10% of the score are taken off.

The highscore list is saved automatically after every change. The CLR-gadget clears (after a security request) the whole list!

With the "Up" and "Down" gadgets it is possible to walk through the list (the cursor keys do the same).

1.59 Network

2.7 Network

=====

If you want to play BattleDuel over a network you need 2 Amigas that are connected with a nullmodem-cable, modem, Parnet/Pronet or TCP/IP. To establish a connection you have to select the 'Network'-Gadget on both computers. In the next window you then can select the type of connection you want.

Nullmodem Connection with a nullmodem

Modem Connection with a modem

TCP/IP Connection with TCP/IP

Parnet Connection with Parnet/Pronet

Now you have to select the 'Connect'-gadget. Both programs try to establish the connection. If all works well the message 'Connection established' is shown, if not, please check the network preferences.

Important: You should check the network preferences before you try to establish a connection (especially the Server/Client-gadget) because otherwise big problems are possible.

If you now want to start a network game you have to select at least one local player (L) and one network player (N). After this the network game is the same as a normal game.

Differences to a normal game:

- one computer is the server the other one the client
- only the server can change the settings for duels (players, ...) and can start/cancel the game
- no players can be added or removed
- to cut the connection one program has to be quit
- after a duel the client can only select the gadget ('Next Duel' or 'End Game')

which was selected by the server

- the client can't change the settings for Trees and Landscape in the Graphic Prefs
- it is possible to define 10 messages (with SHIFT+F1 to SHIFT+F10) and to send them (with F1 to F10)
- if you press the space key a window opens, within you can enter a message and send it (Return-key)
- with the 'C' key you can activate the chat mode, where both players can talk to each other
- received messages start with "R:", sent messages with "S:"
- the last five messages that were sent and received can be shown with the scroll gadget right beside the status bar (hold down the mousebutton while you are scrolling)
- the balloon is not present
- the bomber is started on one computer after the bomb has been dropped on the other computer ("Waiting for bomber")

1.60 Connection with a nullmodem

If you want a connection with a nullmodem you need a normal nullmodem-cable. You shouldn't set the baudrate higher than 19200 if you use a slower Amiga (e.g. A500). The default value of 9600 should be sufficient.

1.61 Connection with a modem

The modem of the client is set to the autoanswer mode, that means that the server calls the client. It is therefore important to start the client earlier.

1.62 Connection with TCP/IP

To connect with TPC/IP you have to start AmiTCP or AS225 before you start BattleDuel. You can add the following entry to AmiTCP:db/services resp.

Inet:db/services:

```
battleduel 3000/tcp
```

The number 3000 was chosen at will, so it is possible to change this number on both computers. If this entry isn't found, the default value 3000 is used. It is important to start the server before the client!

1.63 Connection with Parnet/Pronet

You first have to start Parnet or Pronet, so that you are able to access devices on the other computer. Now you may have to change the local and remote path in the network prefs.

Important:

Assume we call the first computer "A" and the second one "B". Now the local path on A must correspond to the remote path on B and the local path on B must correspond to the remote path on A. An example (using Parnet, the network device is called "NET:"):

Computer: A B

Local Path: "DH0:" "DF1:"

Remote Path: "NET:DF1/" "NET:DH0/"

In the case you are using Pronet the remote paths probably look more like "NDF1:" and "NDH0:".

We recommend to use the ramdisk (RAM:) to improve the speed.

BattleDuel will open two files called "BattleDuel.read" and "BattleDuel.write" in the local path on both computers. Be sure not to delete them or nasty things may happen!

Note: this mode should work with other types of networks (e.g. "Network File System"), but this was not tested! Please contact us if you try other possibilities with success.

1.64 About

2.8 About BattleDuel

=====

In this window informations about BattleDuel are shown. If you are a registered user, all information from the keyfile is shown too.

1.65 Speed

3.1 Speed

=====

BattleDuel is too slow on your computer? The first thing you should try, is to turn off some of the animations (flag, balloon, rabbit, soldiers), because they might use too much calculation time. If this doesn't work you should control the settings in the "Graphic prefs".

1.66 Memory

3.2 Memory

=====

BattleDuel needs at least 1 MByte chip memory! The sound modules are now located in fast memory to further reduce the chip memory usage.

1.67 graphic_boards

3.3 Graphicboards

=====

The newest version of BattleDuel automatically recognizes a graphicboard. It then uses the new graphics with 128 colours. You can check if BattleDuel recognizes your graphicboard by pressing the "i"-key. We recommend a screenmode with a resolution of 640x480 or 800x600 pixels.

1.68 Tooltypes

3.4 Tooltypes

=====

The following tooltype is supported by BattleDuel:

· DISPLAY_ID

The hexadecimal value of the DisplayID. If you want to change the screenmode you have to select a new one in the Screen Prefs. The new screenmode is used if you restart the game.

Recommended values: 0x19004 for NTSC, 0x29004 for PAL (ECS)
0x99004 for NTSC, 0xa9004 for PAL (AGA)

1.69 why_register

4.1 Why register?

=====

The following functions are disabled in the unregistered version of BattleDuel:

- you can't play a tournament
- the highscores are not saved

Why are these functions disabled? Well, we worked on BattleDuel for over two years and we want to improve BattleDuel in the future. With your registration you help us with this plan. Furthermore you can get all updates for free (see [Updates](#)).

1.70 registration

4.2 Registration

=====

If you want to register for BattleDuel you have to fill out the registration form and send it with the registration fee to one of the authors. You then get two disks with the newest version of BattleDuel (with some additional backgrounds) and your keyfile as soon as possible.

If you want to print the form right now, please turn on your printer and click onto the following button: Print form .

1.71 Updates

4.3 Updates

=====

First of all: updates are free! I.e. if you have registered then all new versions of BattleDuel will work with your keyfile.

We will try to spread out updates as fast and as wide as possible (e.g. per Aminet or Fred Fish). If you don't have access to this (e.g. per CD-ROM or ftp) you can send two disks with a sufficiency stamped envelope (3,- DM for germany) to one of the authors. You then get the newest version of BattleDuel for free. (But please don't expect that we finish a new version every day :-).

If you want, we can send you the update with an email.

Updates can be found on the following WWW-servers:

<http://wuarchive.wustl.edu> & mirrors (Aminet)

1.72 Keyfile

4.4 Keyfile

=====

If you have registered you get a keyfile that activates all disabled functions. The keyfile should be located in the same directory as BattleDuel but you can copy it to the S: or DEVS: directory! BattleDuel supports the environment variable KEYPATH, i.e. if you have a directory where you collect your keyfiles, you can copy the BattleDuel keyfile there, too.

The keyfile contains the following informations:

- number of registration
- date of registration
- name and address

It is strictly forbidden to give the keyfile to other people!

1.73 History

5.1 Development

=====

Version 1.00

Version 1.01

Version 1.02

Version 1.03

Version 1.4.80

Version 1.5.42

Version 1.6.80

Version 1.6.96

Version 1.6.100

Version 1.7.85

Version 1.7.105

1.74 History Version 1.00 (5.4.94)

This is the first official version of BattleDuel!

1.75 History Version 1.01 (21.4.95)

Changes:

- Installation: PowerPacker.library is no longer needed
- Highscore: only highscores for games with at least 3 duels are inserted
- AGA-Copperlist: better support for borderblank, highres-sprites, ...
- Speed of ground draw at maximum setting improved

1.76 History Version 1.02 (1.5.95)

Changes:

- Statistics: if a duel was quit the statistics sometimes were wrong
- Screen: autoscroll works now (for NTSC)

1.77 History Version 1.03 (4.5.95)

Changes:

- Screenmode requester for easier use of graphicboards
 - Tooltype DISPLAY_TYPE to allow the use of the AGA version on ECS computers with graphicboards (tested with PicassoII and Piccolo)
-

1.78 History Version 1.4.80 (27.4.96)

Changes:

- base with windgauge added
- four different damages for the cannon are possible
- network mode: supports nullmodem, modem and TCP/IP
- dynamic wind
- the highscore is saved with date and time

1.79 History Version 1.5.42 (2.8.96)

Changes:

- background animations: balloon, rabbit, soldiers
- variable screen height
- support for publicscreens: BattleDuel in a window
- new game mode: conquer mode
- support for AS225
- improved network protocol
- keyboard control for cannons

1.80 History Version 1.6.80 (1.3.97)

Changes:

- four new weapons: parachute, energy flash, rocket, bomber
 - cannons can be repaired
 - new backgrounds: desert and winter
 - different copperlists
 - new animations: camel, weapons
 - optimised nullmodem and modem network modes
 - Parnet/Pronet network mode
 - stronger computer opponents
 - enhanced keyboard control
 - highscore contains now 100 entries
 - sound module is located in fast-memory (less chip-memory usage)
 - BD: assign is not necessary anymore
 - support for environment variable KEYPATH
 - some cheats and gags
-

1.81 History Version 1.6.96 (11.5.97)

Changes:

- bomber now works correct in network mode
- possible sync-error with parachute solved
- improved recognition of error correction (modem)
- window position is saved (publicscreen)
- support for OwnDevUnit.library
- it was not possible to deactivate the "Shakescreen" option
- the game can be controlled with a gamepad
- new highscore window
- several small bugs were removed

1.82 History Version 1.6.100 (1.6.97)

Changes:

- gamepad control was always activated
- optical problems on the weapon window were removed

1.83 History Version 1.7.85 (15.4.98)

Changes:

- CyberGFX and Picasso96 support
 - new graphics with 128 colours for graphicboards
 - complete localization
 - team mode with four cannons
 - tournaments with 8 players
 - program restarts automatically after changes in the preferences
 - information requester ("i"-key)
 - synchronisation test (network mode)
 - fade effects when programs is started/quit
 - sound-channels can be swapped
 - volume is adjustable
 - initial cannon angle for each player
 - opponents settings can be hide (network mode)
-

1.84 History Version 1.7.105 (9.9.99)

Changes:

· the game now works on all screendepths

(Picasso96 and CyberGFX)

· AHI support

1.85 authors

6.1 Authors

=====

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1.86 thanks

6.2 Thanks to

=====

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- all registered users of BattleDuel

No thanks to

=====

- diGiTAL cORRUPTiON for spreading a cracked version of BattleDuel

1.87 used_programs

6.3 Used Programs

=====

BattleDuel was mainly developed on an A3000 and two A1200.

The following programs were used:

- SAS/C V6.58
- PhxAss V4.37
- CygnusEd V3.5
- Enforcer and Mungwall
- DPaint IV
- Brilliance V2.0
- VistaPro V3.0
- Scenery Animator
- Protracker
- FlexCat V2.0

Installer and Installer project icon

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1.88 licence

6.4 Licence

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1. This licence applies to the program BattleDuel, a game published by Jochen Terstiege, Michael David and Marco Seine. BattleDuel is Shareware!
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6. You must stop the distribution of BattleDuel if one of the authors demands it.
7. Through the use of BattleDuel and/or the distribution you agree to this licence and all its instructions and conditions.

1.89 warranty

6.5 Warranty

=====

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BattleDuel was tested very intensive. But if you find any bugs you should contact us. We will try to eliminate them as soon as possible.

1.90 Copyright

6.6 Copyright

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