in

COLLABORATORS			
	TITLE : in		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

in

1.1 Boum v1.2 documentation (contents)

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Introduction
      /¯¯\    __         _   _

Requirements
      \  /  /  \      | \_/ \

License
     /   ¯\ \__/ \__/ | \_/\ \_

Playing the game
      \___/       \__/ |_|   \_j

Sounds
      a minesweeper by

Bugs?
            Olivier Fabre

How to contact me

History
      v1.2 - 25 November 1999
```

1.2 Introduction

Boum is just another minesweeper, yes; but the other ones I
tried had some problems (IMO):
```
      - crashes
      - non user-friendly
      - ugly graphics
      - opened interlaced screens
      - aso...
```

```
(not all these in just one program though ! ;-) )

    So I decided to make a minesweeper that would please me.
Boum features: - safe start
               - highscores tables
               - system friendly code (works on true colour screens etc.,
                 no enforcer hits)
               - adapts to the screen resolution (eg 640x256 or 640x512)
               - other things you'll see by yourself

    If you don't like the new graphics, send me a mail with your wishes.

    Vu  que  je n'ai pas encore implémenté l'usage de la locale.library, la
version française est  disponible ici: http://off.free.fr/boum/
```

1.3 Requirements

```
    Boum requires an Amiga with OS 3.0 and a 68020, or better.

    It  should  be  playable on a 2 colours workbench...  but I recommend a
screen  with more colours.  Depending on your background pics, a 32 colours
screen  should  be  okay  (the graphics use 11 different colours).  I'm now
using a 16bit WB, so...

    Boum looks better on a screen with square pixels (eg 640x480).
```

1.4 Freeware

```
                 Boum  is  released  under  the concept of FREEWARE; that is to
say:

   - You are allowed to use this software package for free.

   - You are allowed to distribute this software package ONLY in its
     original, complete and unmodified form, as you got it, with all the
     documentation, icons, etc.

     The "Boum.readme" file should be provided too, but this is not
     mandatory.

     The only accepted modification is the use of an archiver (such as
     lha or lzx) to archive the whole software package (the "Boum"
     directory with all its contents plus the "Boum.info" file). This
     archiver must not modify the data after the process of archiving-
     desarchiving.

     (users of lha should use the -a switch to keep file attributes,
     though this is not needed in the case of *this* distribution of
     Boum)

    - You are NOT allowed to SELL this software package ! This license
      only gives you the right to use and distribute for free this
```

```
    package.

    It is however allowed to include this software package on CD-ROMs
    containing freely distributable software, such as Aminet CD-ROMs,
    as long as the price of the CD does not exceed US$20. The same
    applies to floppy disks, but for US$4 maximum.

    Magazines, too, are allowed to include this package on their
    coverdisk/CD, but it would be nice to
              send me
               a copy of the mag
    if you do so.

    It is allowed to include this software package on freely accessible
    electronic archives, such as Aminet.

  - There is no warranty of any kind related to this software. The
    author(s) may not be held liable for anything that might or might
    not happen before, during or after using this software.

  - Use of the program or one of its related files, as well as
    distribution of this software package, imply the acceptance of this
    license.

    PLEASE NOTE: the sound files were not made by me and their legal status
is unknown to me; so this license does not cover modification and/or
distribution of these sound files alone.

    If you do not agree with this license, delete the whole software
package.

    If you're a layer, you're welcome to make a real usefull license for
Boum out of this one. ;)
```

1.5 How to play the game

```
    You should know how to play minesweeper, I guess...

    2 remarks:

    To access the menu while playing, you must first move the mouse pointer
out of the window.

    To  get  right  mouse  button  clicks,  Boum needs to have its
window  selected;  so if you go away from Boum to, say, change the
volume  of  your  mod  player,  and then return to Boum and want to
mark  a  square,  you  first  have to select the window with the left mouse
button  (click  on  the title bar or on a square already marked or digged).
```

1.6 Sounds

```
    If you don't like them, you can:

        - use the menu to disactivate them

        - delete the "Sound" directory... (argl! ;-) )

        - copy your own sound samples other the originals..
          (ButtonClick.8svx = left click
           click2.8svx = right click
           expl2.8svx = explosion)

        You simply must have the datatype corresponding to the format of
        your new samples.

    BTW,  these  sounds  were  not made by me, and I don't know if they are
copyrighted or whatever...
```

1.7 Bugs? What's that?

```
                    Would you find any bug, then
              contact me
               !
```

```
But don't forget to provide me with some informations on your system:
        - Boum version !
        - OS version
        - processor
        - memory
        - ECS/AGA or graphic card (which one, with what graphics emulation
          software ?)
        - on what screen is opened Boum's window (other than WB? laced?
          true colour? chunky?)

        ..and all that kind of stuff that may be in relation with the bug..
```

1.8 Contact addresses

```
    Don't hesitate to drop me a word if you have any suggestion:

    E-mail: off@free.fr
        or: stan@rtel.fr (ONLY if the above does not work for a long time!)

    Or...
            Olivier Fabre
            19 chemin de l'ermite
            38230 Tignieu
                France


    If you really like Boum, donations are very welcome... But a mail would
be nice as well ;)
```

1.9 History

```
v1.0  - 2 March 97
   Initial release.

   "Boum" now officialy doesn't work on (at least) some graphic
   boards :-(.

v1.0a - 10 March 97
   Fixed highscores bugs.
   Now saves hiscores and prefs in a single file at exit (Boum.prefs no
   longer needed).
   Little modifs that *might* improve gfx drawing.

   I've been told that "Boum" version *1.0* works correctly with EGS &
   also on a A2000 OS3.1 with Picasso II / CGFx ! (even on a truecolor
   screen, I can hardly believe it ;-) )

v1.0b - 24 March 97
   Little checkmark bug in the menu fixed.
   Minor gfx modifs.
   Added a 'New Game' menu.
   Handles big fonts in the highscores name requester.
   Last highscores bug totally atomised !!!  *<8·) (Well, I think. It
   didn't cause any problem for me & some other ppls, but I was
   forgetting to test something indeed.)

v1.0c - 15 April 97 - internal version
   Added some more error checks...
   Changed colours allocation order, in order to make it look a bit
   better when there are less than 6 free colours.
   More tries to improve graphics boards support...

v1.1  - 2 May 97
   In order to make it work under Picasso96 v1.17, no more call to
   BitMapScale() when it's not needed (ie when your WB screen has
   square pixels). This function is bugged in Picasso96 ATM.
   Sound.

v1.1b - 31 March 98
   Bugfix: no library was closed at exit :-( ... (error in my macros !)
   New icons, Amigaguide doc.
   Minor improvements & gfx modifs.

v1.2  - 25 November 1999
   - New 11 colors graphics
   - Finaly fixed this nasty not-all-mines-are-displayed-when-you-lose bug
     that could happen in certain situations
   - Pause game
   - New (Glow)Icons
   - Doc. corrected for v40 AmigaGuide
   - System friendliness improvements ($VER string format, stack is
      MEMF_PUBLIC, StackSwap() used)
```