ProTris

Protec/Mirage

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ProTris

1.1   ProTris

                              ProTris V1.0 ©1993 by Protec/Mirage
                      archived on 3 November 1993

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1.2   shareware

                          Shareware notice

ProTris is shareware which means you should send me $9,99 (or equivalent in
another currency) if you frequently use this program. You'll also get one
update send to you.   ProTris may be freely distributed as long as the
archive is left intact and no changes are made to the contents of any file.
If you send $25 you'll get an update-abo which will last for a year. This
means you'll automatically get the next four updates of ProTris.

Send money/bug reports/suggestions to:

  Protec/Mirage
  Transvaalplein 37

```
  5021 TD   Tilburg
  The Netherlands
```

Include your address so I can write you back.

1.3   copyrights

```
                     ProTris Copyright Notices


                        ProTris V1.0
              Copyright © 1993 by Protec/Mirage.

       Written on an A1200 with 2 mb chipmem, 204mb harddrive
              using Devpac V3.01 by Keith Wilson/HiSoft.

     ProTris makes use of the great Reqtools.library (OS2.0 version),
          This library is copyright 1991-93 by Nico François.

                 Thanks to BLO/Mirage for sampling.
```

1.4   introduction

```
                            Introduction
```

ProTris is a Tetris clone to use on the Workbench screen of the Amiga. I
decided to make it as a learning project to understand more of the Amiga-
operating system and to enjoy myself while backuping or other boring duties.
The main goal was to make an easy to use interface with many options and
user definable settings. At the moment only the window-positions and sizes
as well as the sample-settings are user definable. I'll maybe add more
settings in the future (read
                Future extensions
                 for my future planes with
ProTris).   I hope there are not too many bugs in it, because I didn't test
every single bit (read
                History
                 for the known bugs).

Soon there will sample-archives for ProTris which contain other samples than
the ones which are included with the standard ProTris-archive. At this
moment there is already one set available with samples of Beavis and
Butthead. The sample-archives will be spread on the Bulletin Boards.

1.5   requirements

```
                            Requirements
```

To run ProTris you need at least Kickstart V2.04 and Workbench V2.0. The

reqtools.library is also required which is copyrighted by Nico François and
should be included in the archive. You also need a joystick because ProTris
is not yet controllable via the keyboard. If you want to make use of the
online help-function you should have the amigaguide.library installed.

1.6 installwb

                         Installation using the Workbench

ProTris.lha should contain the following files:

```
Install
Install.info
ProTris
ProTris.info
ProTris.guide
ProTris.guide.info
ProTrisSamples.info
c/Installer
libs/reqtools.library
ProTrisSamples/Double.iff
ProTrisSamples/Drop.iff
ProTrisSamples/GameOver.iff
ProTrisSamples/NewGame.iff
ProTrisSamples/Quad.iff
ProTrisSamples/Rotate.iff
ProTrisSamples/Single.iff
ProTrisSamples/Triple.iff
```

To use the install-script you need the installer which is copyrighted by
Commodore and is included in this archive. Double click the install-icon
to install ProTris.   You will now be asked to select a drawer to install
ProTris to.   In the selected drawer, a subdrawer will be created named
ProTris and all needed files are copied into that drawer.   The
reqtools.library will automatically be installed if no version is installed
yet. If everything goes right ProTris is now ready to play.

1.7 usage

                                          Usage

Doubleclick the ProTris-icon to start ProTris. A window will appear on your
workbench screen. This is the mainwindow and contains the following items:

                           Gadgets

               Pause/Play Cycle gadget

               New game gadget
                                       Boxes

                        Next block box

                        Status box

                                                 Pulldown menus

              Project   Window   Settings

                New Game

                HighScores...

                Sample Settings...

                Pause Game

                Statistics...

                Save Settings

                About...

                Quit
                Most menu-items have a shortcut key connected to it so they can ←
                    be pressed
if you want to perform the specific action.

                               Controls

ProTris is only controllable with a joystick. The controls are as follows:

Left: Move block left
Right: Move block right
Down: Drop block down
Button: Rotate block

Press <HELP> if you want to get some information about the current active
window. Actually amigaguide will be called and shows the appropriate
section of the document. Be sure you have this document in the same
directory as ProTris itself. Close amigaguide to continue the game.

If you activate another window as the ProTris-mainwindow ProTris will
automatically switch to the paused-state. To continue the game you'll have
to select the
                Pause/Play cycle gadget
                 or press the joystick-button.

The size of the main-window can be changed using the size-gadget in the
lower-right corner. Protris will then be adjusted to fit in the window, so
you can make the window full-screen with large blocks or small-window with
very tiny blocks.

1.8 pauseplay

```
                              Pause/Play
```

Select if you want to pause the game. Select again to play. The status of
the game will be displayed in a cycle-gadget in the main window of ProTris.
If the game is paused it is also possible to continue the game by pressing
the joystick-button.

1.9   new game

```
                              New game
```

Select to (re)start the game. The statistics window will be reset and the
newgame-sample will be played.

1.10   next block box

```
                            Next block box
```

This box shows the next block that will fall down.

1.11   status box

```
                             Status box
```

This box has the following contents:

Score: you can earn points in several ways:
        - For each block you drop down you get the amount of the current
          level
        - If you have a single full line you will get the amount of the
          current level multiplied by 10
        - If you have a double full line you will get the amount of the
          current level multiplied by 20
        - Etc.

Lines: The number of lines you have wiped out.

Level: For every ten lines you will go one level upwards.

1.12   about

```
                              About
```

This function shows some very important information.

1.13   quit

Quit

When you select this, you will immediately leave ProTris.

1.14   highscores

High scores

The highscores-window can be opened by selecting it's menu-item in de
window-menu or by pressing the shortcut-key RIGHT-AMIGA + H. It shows the
top ten scores of ProTris. The last name which was added to the list will
be highlightwd. The highscores will be saved automatically when you enter
the top ten list. The highscores are saved in a seperate file called
ProTris.highscores, in the same directory as where ProTris is located.

1.15   statistics

Statistics

The statistics-window can be opened by selecting it's menu-item in de
window-menu or by pressing the shortcut-key RIGHT-AMIGA + S. It shows a
diagram with seven bars. Each bar represents the total number of blocks
which fell down of the each color. You can change the window-size with the
size-gadget in the lower-right bottom. The bars will then be adjusted to
the new window-size.

1.16   sampset

Sample Settings

The sample settings can be opened by selecting it's menu-item in de
settings-menu or by pressing the shortcut-key RIGHT-AMIGA + E. The
sample-settings window contains the following gadgets:

          Select sample for
          @| Single
                                    Sample name
          Sample.iff
          «

          Test Sample

          Save

          Use

          Cancel
                            Select a button to get more information.

1.17   sampsetcycle

Sample settings cycle-gadget

Select the action you want another sample for. You can select one of the
following actions:

- Single: You filled one line.
- Double: Two lines fall down at the same time.
- Tripple: You blew up three lines at once.
- Quad: Four lines are gone.
- Drop: Your block hits the floor.
- Rotate: You rotated the block.
- New Game: You selected the 'New Game'-option.
- Game Over: You reached the top of the stack and no more blocks will fit.
- HighScore: You entered the highscores.

1.18   sampsetstring

Sample settings string-gadget

Enter the name and path for the sample you want to play at the selected
action (e.g.   HD1:Games/ProTris/ProTrisSamples/Single.iff). The file must
be in IFF-8SVX format and may not be larger than 128 Kbytes.

1.19   sampsetfile

Sample settings file-gadget

Instead of typing the filename you can select this button. It will bring up
a file-requester where you can select the samplename.

1.20   sampsettest

Sample settings test sample gadget

This button tries to play the currently selected sample.

1.21   savesettings

Save settings

Save the current settings to ProTris' icon. All settings will be stored as
tooltypes in ProTris' icon. Those tooltypes will be loaded each time
ProTris is started.

Recognised tooltypes are:

```
MainX=<value>
MainY=<value>
MainWidth=<value>
MainHeight=<value>
SampleSettingsX=<value>
SampleSettingsY=<value>
StatsX=<value>
StatsY=<value>
StatsWidth=<value>
StatsHeight=<value>
HighScoreX=<value>
HighScoreY=<value>
SampleSingle=<string>
SampleDouble=<string>
SampleTriple=<string>
SampleQuad=<string>
SampleDrop=<string>
SampleRotate=<string>
SampleNewGame=<string>
SampleGameOver=<string>
SampleHighScore=<string>
```

Al the X-values represent the amount of pixels which a window is position
relative to the left edge of the screen. Al the Y-values represent the
amount of pixels which a window is position relative to the top edge of the
screen. The Width-values represent the amount of pixels a window is wide
and The Height-values represent the amount of pixels a window is heigh. The
strings must contain a complete path and name to each sample.

Although it is possible to edit al those tooltypes via the Workbench with
the menu-option Icons-Information, it is more convenient to let ProTris
handle them.

1.22 sampsetuse

                         Sample settings use gadget

Use the current sample settings but don't save them to disk.

1.23 sampsetcancel

                         Sample settings cancel gadget

This button has the same affect as the close gadget of the window so the
changes to the sample-settings or not used.

1.24 future

Future extensions

The following items are on the drawing-board to be implemented in some next
version of ProTris.

o Keyboard control.
o Use the gameport.device to read the joystick instead of directly using the
  hardware-registers. This is to avoid screen-blanker problems.
o Link option for multi-player.
o Color settings to customize the colors of the blocks, maybe with an
  optional raster.
o Save sample settings to a seperate file, so complete sets of samples can
  be used and you don't have to select them all if you want another set.
o Localisation (if anybody is interested in it and wants to translate).
o Make better use of the audio-channels (ie. try to use an audio-channel
  which is not playing a sample yet).
o Make an option which automatically adjusts the window-size to let protris
  fit pixel-perfect.

If you have some suggestions to improve ProTris, don't hesitate to write to
me! My address can be found in
                Shareware notice
                 .

1.25 history

History

Version 1.0: First public release.

 KNOWN BUGS:

 - When using screen blanker-commodity the screen goes blank while playing
 - Samples over 128 Kbyte are not handled correctly