TicTagAMIGA

COLLABORATORS

	TITLE : TicTagAMIGA		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		January 30, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

TicTagAMIGA

1.1 The Main Window

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                    TicTacAMIGA v1.6a

     (c) 1993-1995 by Jens Tröger. All rights reserved.


TTA is a little
              game
               for workbench. I tried to make it fontsensitive and I
think it is (thanx Jan).  TTA was written in  Assembler (sometimes a tricky
job...) and that means it is very short and fast. I hope this.

TTA is
              Freeware
              .

And now select !!


              About
                              about TTA and greez and so on

              How to play
                      the way to play/Notes

              Install
                              where to put in and what it requires

              Usage
                          how to use TTA

              History
                              revision history of TicTacAMIGA


              Bugreport
                          if a bug creeps up...
```

...and now have fun with TTA !!

1.2   What a game is...

You don't know what a game is ?!?!

Oh guy...

1.3   Freeware

                  Freeware is a part of Public-Domain-Software, that is freely ←
                     distributable,
but still copyright by the author. That means, you can copy TicTacAMIGA as
long as you want, but you MUST NOT change it anyway. I want to please you
to keep this guide and the
                  game
                     together if you copy TTA. So the others
will know,
                  how to play
                   TTA. Thanx !

1.4   How to play TTA

                  Once uppon a day, in a booooooring lesson at school, my friend ←
                     Ronny (hey
Ronny, hope you have fun these days...) tought me a simple and funny game.
Now, an eternity later, I wrote this game on my AMIGA: TicTacAMIGA.

Maybe you know how to play it, but if not, read this: all you need are two
players (or one – the other is your machine), one does play the cross and
the other the circle. Both try to build a row of their symbols alternate –
horizontal or vertical or diagonal. The problem ? The problem is, your
opponent tries to block up your rows. All clear ? Not ? Then   select
AMIGA-AMIGA in Mode-
                  Menu
                   and start the game. You will see, how to play...

1.5   About TTA

                  TicTacAMIGA is copyright (c) 1993-1995 by Jens Tröger
All rights are reserved.

TTA is
                  Freeware
                     .

Usage is YOUR OWN RISK. The author takes NO responsibility for crashes.

If you find bugs or you have any suggestions or (hope so) gifts, send it to
the adress below.

Greez fly to the following guys:
  "PackMAN" Falk Zühlsdorff (re)
  Oliver Reiff (better now??)
  Jan van den Baard
  Jana Tröger (my sweet sister :)
  all my friends of channel #amigager (especially LazyJoe (thanx) and ZZA)
  Biene (hope to see you ;O)
  Ernest Otte for the Dutch translation

TTA was written in Assembler. If you have questions or you want the source
or you want simply contact me, write to this adress:

Post: Jens Tröger
        Jahnstr. 5
        08209 Auerbach/V
        GERMANY

E-Mail: troeger@rmhs2.urz.tu-dresden.de

IRC: mostly savage (or insania or sartori)
        look for me at #amigager

"Make a step on your stairway, one step closer to what you live for"
"Across the universe you smell the smell of lies"
"When the sinner searches sin it's all of us, when we finally search inside
 it's under us."
          Helloween

1.6 Install TTA

FIRST WAY (simple)
Use the Installer-Script, so TTA will be installed completely.

SECOND WAY (by your own)
#?:   TicTacAMIGA (.info)
LIBS: locale.library
LOCALE:catalogs/deutsch/   TicTacAMIGA.catalog
ENVARC: TicTacAMIGA.config

INDICATION: TTA does not need any extern file to run, but you loose a lot of
comfort if you do so (e.g. localized layout).

1.7 How to use TTA

The menus are easy to use:

Project
   About: opens a simple about-window

```
    Quit:   you will leave the game (or press the CloseGadget)

Game
   Mode    Player-Player: Two player can play.
     AMIGA-Player:  Player against AMIGA. AMIGA will start.
     Player-AMIGA:  Player against AMIGA. Player will start.
     AMIGA-AMIGA:   AMIGA fights itselfs. Use this for demo !
   Start   This will start the game in selected mode.
   Stop    Stops a started match.
   New     The started game will be stopped and restarted.


NOTES
To set a field click on it or use the number-block (1..9) at the right side
of the keyboard.

Use  the SizeGadget  to size the window.  This is useful if  you use a high
resolution and a small font. Thanks Oliver Reiff for this suggestion.

Pressing the [S] key at anytime TTA will save game window's actual position
and dimension to file  "ENVARC:TicTacAMIGA.config".  Next TTA will consider
these datas.   If these position/dimension are wrong, TTA will  use default
data and  open a  fontsensitive window.   The result of save-action will be
shown in window's titlebar. Save-failure can be caused by:
      (1) The file was opened and not closed (there is a lock)
      (2) Disk is full. This is nearly impossible, but this can be appear.

If you want TTA a new language, translate TicTacAMIGA.CT into this language
and "compile" it with maybe  MakeCat by PALADIN SOFTWARE.  If you created a
new catalog I want to please you to send this catalog to me so I can put it
into the TTA-package and release it.

When mode AMIGA-AMIGA is on use the Space-Bar to step on.  So it schould be
easier to find out how to play.
```

1.8 Revision history

```
    v1.0  - never really written (only tests, GUI-games and ideas...)
    v1.1  - First full  working version.  I tried to  remove all  bugs of
      beta-testing.
    v1.2  - Bug appears but I can't find it. Using Numberblock to set the
      fields.
    v1.3  - Bug removed.  Painting winner-row  in a different color, code
      optimised.
    v1.3a - New Startup-Code. More code optimised.
    v1.4  - Now using SizeGadget. Terrible MemLeak-Bug removed. TTA works
      now  good with memory-allocation/-freeing  (Thanks to Jan van
      den Baard for saying this  and thanks  to Devitt for the tool
      MemLeak)
    v1.4a - Press  the [S] key  to save game window's actual position and
      dimension. Next TTA will consider these datas.
    v1.5  - Using now locale.library, that means, you can learn TTA a new
      language. Menus got the OS3-NewLook.
    v1.5a - Way of AMIGA's thinking is now a little bit better.
    v1.5b - Big Optimisation-action done and won 2kBytes !
```

       v1.5c - Horrible Bug removed (thanx "PackMAN" for your AMIGA) - crash
          on A500/1MB CHIP,1.5MB FAST/1 ext. Floppy/KS37   (LockIBase()
          causes a guru - impossible, but possible...).
          More code optimised (Thanx Werner Hilf for your book "Mikro-
          prozessoren in 32-Bit-Systemen" -> a great book)
       v1.5d - After closing the AboutWindow the GameWindow now appears on
          old Possition using the old Game-mode; *NOT* reading the file
          ENVARC:TicTacAMIGA.config again. More code optimised.
       v1.5e - Tried to remove crash on Blizzard (but no chance to test it).
          Using WindowLimits() instead of removing Size- and Zoom-
          Gadget. New About-Text.
       v1.6 - AMIGA "thinks" much better now...
       v1.6a - Use Space-Bar to step through AMIGA-AMIGA-Mode.

1.9   If a bug creeps up...

               If anything strange happens, please print this page, fill in ←
                  and send it
to me (see
               About
                for adress). I will try to remove the bug you reported and
if nothing fails you will soon find a better working version in PD.

This Bugreport-formular was taken from Dave Haynie's DiskSalv2.
Thanks a lot Dave.

============================== CUT HERE ================================

Your Configuration:

    [] A500   []A1000   []A2500   []A1200   []CDTV/CD32
    [] A600   []A2000   []A3000   []A4000   []Other

    KS Version_____   RAM_____   Other HW_____

    WB Version_____   HD_____   HD Controller_____

Please explain the problem as completely as possible:

    File System Version/Type_____

    ScreenMode_____   Font_____

    []Shell/CLI   []Workbench   Locale_____

    Problem: []Full Lockup   []GURU/Crash   []DS Can't fix the disk

    Steps to see this problem?_____

    _____

    _____

    Other Comments_____

_____

_____

Bug found by (adress)_____

_____

_____

============================== CUT HERE ================================

Always remember: I can't remove a bug I don't know about...

Thanks for help,
Jens

NOTE: I know of crashs on Blizzard, but I have no chance to exactly find
the bug. So I tried to remove this bug "blind" (thanx ZZA).