

ShipBuilder

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Chapter 1

ShipBuilder

1.1 main

Just started University - got onto a Unix workstation - and ←
found one
of the best games ever - XPilot. Its like Gravity Power (Gravity Force 2),
and although GP is the best game of its type on the Amiga (believe me - Ive
tried them all), it pails compared to XPilot. XPilot has more options - and
if youve ever played GP youll know what this means. For a start you can
even make youre own ship to fly in XPilot. This I did. But I found having
to draw out grids on paper was boring and time consuming, and as I couldnt
get the program to make ships in Unix to compile (In the world of Unix you
more than not download the actual source code for a program and then comple
it yourself - fun eh?), I decided to make my own. So here it is. If you
want to use it (If you have access to a Unix machine in other words) then
youll have to save your ships onto disk and port them over to unix -
CrossDOS should allow you to do this.

NOTE! This is a far from finished version - it barely works. There are
many bugs (too many) and some features dont work very well (some dont work
period). It shouldnt damage youre equipment but I cant be held responsible
if it does. Sorry. Ive only released it to get a response - it works - OK
its usable by me - so I dont need (and cant be bothered) to improve it. But
if other people happen to have an Amiga and have access to a Unix box and
XPilot and would like me to do more and they email me at given address and I
get enough responses (1 would probably be enough) then I might be bothered
again. hmmm

If you cant access Unix then theres not much point using this unless you
just want to mess around and make up space ships. Hehe

The Editor

Project menu

Options menu

BUGS!!!!????

I suppose I'd better write a disclaimer. (Just to make sure you ←
got it!)

I will not be held responsible for any damage caused by this program. This program is FreeWare. Anybody who tries to sell it will get a visit from Da Boys (I have contacts).

It can be distributed freely as long it is distributed completely. I.E.

Files should be :

```
Shipbuilder
ShipBuilder.info   (You make a better one if you want)
ShipBuilder.guide
ShipBuilder.guide.info
```

If you don't get these files then send for Da Boys.

Iain King (iking@cs.strath.ac.uk)

N.B. Sorry for being crap at writing docs.

1.2 edit

The Editor is the main window you see when you run ShipBuilder. It is composed of a grid on the right, a row of buttons down the left, and a small status area below the grid. Everything you need to design a ship can be accessed from the Editor. Ill go through the functions vaguely in order, starting from the grid.

The grid is the representation of the ship. Its what the ship looks like in the game (scaled up). The first time you run ShipBuilder you should see a grid (probably red), with a triangle on it, along with a red circle on the left and a blue one on the right. Forget about the circles just now. The triangle you see is the ship. These are the lines visible in the game. The bottom left to lines are black, but the top right one is the same colour as your window. This is because this is the currently selected line. You select lines by clicking on points on the ship. These are the joints of the lines, and are coloured white. Click on the bottom left point with the mouse. The highlight should now be on the bottom right line. As well as this you should see that the blue circle has changed position. This blue circle highlights the currently selected point. Experiment by clicking on the other points, then return to the bottom left point. NOTE - just hit the mouse button and release - do not hold it down. Now we will make a different shape. Notice the row of buttons down the left - these are the different things you can do to tailor your ship. To start with (making sure the bottom left point is selected) we will hit Add Point (the top button). Now go over to the bottom right region of the grid and click anywhere. A new pint has been added, placed at the end of the highlighted line. We will be boring and make a square ship. Grab hold of the new point (by holding down the mouse button on top of it), and drag it over to the bottom right corner of the grid, then release the mouse button. Repeat for the right-middle point, dragging it to the top right. And thats basically it - this is how you make a ship. If you want to get rid of a point then click on Del Point - the currently selected point will be deleted
NOTE : there is a max of 24 points, and a min of 3.

Below the grid are a few numbers in brackets - these are coordinates. The grid is a square from -15,-15 to 15,15. The ship will rotate around the

origin.

The left hand coords (in square [] brackets) are the coords of the currently selected points. The right hand coords (in round () brackets) are the location of the mouse pointer on the grid (these change when the mouse button is held down over the grid).

What about the red circle? Well, every ship has to have an engine, and this is it. To position it, click on Engine Pos, then the correct location on the grid - bingo.

The same applies to the Main gun, denoted on the grid by a blue square (its currently at 15,0). Click on Main Gun to change it pos. Clicking on Left Gun allows you to add the location of the left gun (if omitted it defaults to the Main Gun coords). Hit the button then a location on the grid. hitting the button again removes the left gun. Same for Right Gun, as well as Left Blip and Right Blip (These are small red and blue landing lights which blink on-off in the game) Add Rack and Del Rack work in the same way as Add and Del Point. A max of 4 missile racks can be added, if left out the missile launch from the main gun.

Object	Representation
Engine	Grid coloured circle, outlined by point colour
Main gun	Blue Square
Left/Right gun	Black square
Left/Right blip	small black outline circle
Racks	Window coloured rectangle

NB these colours are from my colour palette and may differ from yours.

1.3 proj

The Project menu.

Load/Save Raw

These options allow you to load and save your ships in a compact file. Note! these files are useless for the game and are only for working with in the editor.

Generate shipShape

This option allows you to generate a shipShape file for use with XPilot. A small window pops up with Author and Ship name, (click in the boxes to change), and two buttons - "Create New" and "Add to file". Create new will generate a completely new ship, while add to file allows you to tack this ship onto a larger shipShape file. Hitting the window close gadget cancels the action

Import shipShape

This allows you to load in a file stored as a shipShape, but

***** DOES NOT WORK YET!!! *****

Save config will save the current options into the config file :

S:XpilotEd.config

This saves all your current options, as well as the ship and author names as defaults

Clear

Clears the ship back to the default Dart, but...

*****Does bugger all just now!!!!*****

Info

Allows you to change the name of the ship and the author name.

About

Info about me, but..

***** Im sure you know what I mean *****

Quit

Ermmmmm....

1.4 opti

Options menu:

Show extras:

This toggles whether everything except the basic ship (I.E. the lines) is displayed or not.

Highlight Start/Line/Current

Toggles whether the starting point of the ship is circled,
whether the current line is highlighted,
whether the current point is circled

Symmetry

Toggles the symmetry option. When symmetry is on every point is mirrored along the x axis.

Grid

Toggles whether or not the grid is displayed

Extra grid lines

Toggles the extra grid lines - the axis, and a square and circle

of size 8 (see Xpilot docs to understand)

Colour Scheme

If you prefer white lines instead of black then hit this.
Later this will allow you to decide the colours of all the
extras.

View mode

sets the options so that you can see youre ship in all its glory

Default

resets the options to defaults.

1.5 bugs

To many to name, but here are a few hints:

The program does not check if your extras are actually sitting on a
line - they have to be in Xpilot

When using symmetry, add all the points you need first as it dont
work very well.