

00463288-0

Jan-willem van Eys

Copyright © 1996 Inorix scripts

COLLABORATORS

	<i>TITLE :</i> 00463288-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Jan-willem van Eys	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	00463288-0	1
1.1	E!Mines v1.4 Unregistered	1
1.2	What's it all about?	1
1.3	What do I need for this?	2
1.4	How does this @\$#\$ thing work?	2
1.5	Do we have to pay for this?	2
1.6	Who did all this?	3
1.7	So what's all that stuff?	3
1.8	What did JAVE write besides this?	4
1.9	How did it come to this version?	5

Chapter 1

00463288-0

1.1 E!Mines v1.4 Unregistered

E!Mines v1.4 (unregistered)

A doorgame for
Excelsior! BBS v1.20+

Introduction

Requirements

Installation

Registration

History

Author

1.2 What's it all about?

Some time ago someone who just had purchased the
Excelsior! BBS
package,
wrote a message in
AmyNet,
that he was looking for someone who could write
Arexx doors for E!...

The person was
Jankees Geijteman,
and
I
answered the call, as my inspiration
for
Spot
scripts was more or less exhausted.

Jankees gave me the Arexx port commands, and I started writing.

After some small tryout doors, I got a flash of inspiration, and started writing this doorgame. I think it's good enough to release it, so here it is!

1.3 What do I need for this?

This script doesn't require too much...

What's needed:

```
Excelsior BBS v1.20+
  - This one needs to be bought :-)

RexxMast
  - Comes with WB2.04+

rexxsupport.library
  - Comes with WB2.04+
```

1.4 How does this @#\$\$ thing work?

Installation is easy:

- 1 - Copy

```
    E!Mines14U.rexx
      to your doorgames directory
```
- 2 - Add the door to your list. (It's a standard Arexx door)
- 3 - This is the most difficult part:
 - If you do nothing, E!Mines will write a Highscorelist to RAM:
 - If you want the highscorelist to be permanent, fire up a shell, and create a datadirectory anywhere you like. Now type this:

```
SetENV InorixDataPath <Full path to datadir>
Copy InorixDataPath to ENVARC:
```
 - Why this Environmental variable?
 - Because this way you don't have to dig through the script editing all references by hand.
 - Because this way all

```
    Inorix scripts
      doors can use the same
    datadirectory.
```

That's it!

1.5 Do we have to pay for this?

There's just a small catch:

This version has only one difficulty level, and the field size is fixed to a 10 by 10 grid...

I also have a version with variable field size, and three difficulty levels... If you want it, you have to register yourself, and I'll send you this version.

What does it cost you?:

Absolutely nothing! It's free to register E!Mines. That doesn't mean the registered E!Mines v1.4 is freeware though!

I'd like some feedback, and this way I can get an idea about where my doors end up :-)

How to register:

Send

me

an E-Mail message with your name & address (real life physical address :-)) and ask me for the registered version. I'll send it UUEncoded back to your E-Mail address.

Bugreports, ideas, tips etc. are also welcome!

1.6 Who did all this?

You can reach me here for bugreports, hints etc...

FidoNet 2:286/407.23

AmyNet 39:153/201.23

SnailMail:

Jan-willem van Eys
Pijlrogstraat 5
1317 NN Almere
The Netherlands

For a

registered

version, you need to write to my E-Mail address:

JAVE@grafix.xs4all.nl

1.7 So what's all that stuff?

What is...

Spot - A FidoNet mailer written by Nico François.
 RexxMast - The Arexx interpreter
 rexxsupport.library - A system library with some extra Arexx commands
 Excelsior! BBS - A nice BBS program
 CNet BBS - A nice BBS program, that has almost the same Arexx interpreter as Excelsior, so it's easy to convert doors :-)
 Jankees Geijteman - The sysop of Cyborg BBS (+31-(0)33-4804065)
 AmyNet - A FidoNet-like world-wide Amiga message network

1.8 What did JAVE write besides this?

Here are some more Inorix scripts:

For Excelsior! BBS:

- Gunslinger : A Wild-West shootout game.
- SimpleWall : A very simple junkwall door.
- TimeQuest : A multiple choice quiz doorgame (you can win extra time!)
- CookieDoor : A fortune-cookie door.

For Spot:

- SaveUUE : A script that searches for UUEncoded messages in areas & saves (or decodes) them.
- FinishUp : An exit script that allows you to set optimize/clear flags maintenance/export etc...
- AutoReply : A reply robot, people can send a mail to it, and get a message back (That's how I send my scripts :-))
- SnapMsg : A script that searches for messages with a certain subject, and saves them out to a file. (great for the virusscanlists!)
- MailFTP : A 'FTP by mail' script.
- UUCoder : Allows you to UU/FSEncode a file, after LhA/LZX'ing it first
- Sft : Search for Text, an 'inverse twitlist' it filters out all messages in an area that don't contain keywords.

For Diskmaster II:

- DM-Vir : Check a file with VirusZ (or VirusChecker).
- FileID Show : A File_ID.diz extractor.

Other:

- FileRecog : A file recognition subroutine, it recognizes 32 filetypes at the moment. Very easy to implement in other Arexx scripts.
- IconChange : A GUI for IconUpdate v2.01, because IconUpdate v4.5 doesn't work with MUI >v2.1
- Some more things, for BED, for myself, and for fun :-)

1.9 How did it come to this version?

History of E!Mines (unregistered)

- v1.4 (30.10.96) - Changed hiscore filename to EMines.hi, because I'm also working on a CNet version...
 - Forgot to change the 'v1.2' to 'v1.3' in the first release...
 - Second release
 - v1.3 (21.10.96) - Changed minefield location on screen.
First public release.
 - v1.2 (10.10.96) - Made the screen a bit 'nicer'
 - Disappearing flags bug fixed.
 - Not released.
 - v1.1 (30.09.96) - Added support for Datapath variable.
 - From here on there are two versions: Registered and Unregistered.
 - Added flagsset/left display.
 - Added highscorelist (thanks to Gerda!).
Only given to CyBorg BBS.
 - v1.0 (25.09.96) - First version. It works (more or less).
Not released.
-