Marryampic

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COLLABORATORS

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Contents

Chapter 1

Marryampic

1.1   Marryampic documentation

Marryampic v1.6

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Introduction   What is "Marryampic"?

Requirements   On which machine will this works?

Installation   Installation & new CardSets.

SetUp window   Setting the preferences for the game.

Playing   The rules of the game.

Own CardSets   If you want to make your own CardSets.

Author   It's me.

Legal information Usual note.

1.2   Introduction to Marryampic

Marryampic is a card game where you must find the pairs that match the sound that's played. There are many rules for the game, depending of the options you've checked in the SetUp window. The main idea is, first, a sample of 1 pair is played and each player tries to find the 2 (two) cards in turn. But you can also play like a normal "memory" game.

1.3   Requirements

To use Marryampic, you must have:

- an Amiga (for sure) (very uncommon!)

- Kickstart 2.0 or higher

- 1 Mb of RAM should be enough (for ECS/OCS)

- a harddrive should be very appreciable.

(moreover some cardsets are too enormous to stand on one floppy disk

880Kb...or exactally 885500 bytes)

Marryampic has been sucessfully tested on

- an Amiga 1200 / HardDrive / Blizzard 68020-28mhz / 6 Mb

- an Amiga 1200 / HardDrive / Blizzard 68030-50mhz / 10 Mb

- an Amiga 1200 / HardDrive / Mtec 68030-25mhz / 10 Mb

- an Amiga 3000 / HardDrive / CyberstormMK2 68060-50mhz / Cybervision64

- an Amiga 2000 / HardDrive / 68040-28mhz / Picasso2

If you discover some bugs, please report me them.

1.4 Installation

To install Marryampic, you just have to drag the drawer "Marryampic" where you want on your hard drive.

Since version 1.5, Marryampic isn't delivered with any cardsets, so you're not obliged to download a big archive even though you already have that cardset.

If you DON'T HAVE ANY CARDSETS, you MUST first DOWNLOAD ONE (at least) before playing this game!!! There are many cardsets available on Aminet in game/data.

To install a new cardset, you just have to drag its drawer into the Cards drawer of Marryampic.

A little note for floppy disk users: (if there are still any around...?) The ASCII file Marryampic.prefs contains the paths for all the differents cardset which are available in your CARDS drawer. You must write on a new line after the line PATHS_CARDS= all the different paths. This file is usefull for floppy disks users: you can put a line like:

DISK_CARTOONS:Warner so Marryampic could access a cardset on disk named 'DISK_CARTOONS:' The name of the drawer is used in the cardset gadget: see § *THE START.

If you have a hard drive, and want the automatic scanning of the Cards drawer, delete the file "Marryampic.prefs" if there is one present. This file is obsolete for you. Let the Amiga find the cardsets herself! ("herself" because in Spanish "AMIGA" means "Female friend".)

1.5 SetUp Window

In the nice window which appears, you may set the following:

The number of players (1 to 4).

The name of each player.

The cardset to play with.

Only sound pairs valid or not. This allows you to set the type of game

"Classic Memory" or "Marryampic". In the classic game, you can find any

pair. In the Marryampic mode, you first listen to a sound, then you have

to find the pair in accordance. And only that one!

For the Marryampic mode, the systematic change of sound or not. If on, this

is really very difficult!

A preview of the pairs with a defined time.

The graphic version to use: AGA, ECS, or CyberGraphX/Picasso96 (if

installed).

The screen mode to open the screen of the selected CardSet. Some cardsets

may not include an AGA version of the graphics. Graphic board owners can use

the AGA graphics by choosing a graphic board mode supporting enough number of

colors.

Click OK! to start playing.

Marryampic supports differents options available with the menu "Prefs":

Preload

Indicates to Marryampic to preload or not as much as possible, the samples

in memory. Usefull for floppy users to avoid waiting for disk access...

DirectToDisk

Indicates samples are not preloaded, how to be played:

In direct to disk: a sample is loaded and played at the same time

(little memory consumption but locked...) or else a sample is fully

loaded then played (memory needed is of the length of the sample)

If you have a hard drive, you should not check-mark this option.

Note: a sample with the length > 128 Kb is obligatory played in

DirectToDisk.

FlashScreen

Indicates to flash and beep the screen if you don't click on a card.

(depending of the preferences of your WorkBench, Prefs/Sound)

Filter

Selects whether the low-pass filter will be activate or not.

EraseFoundPairs

Will clear the pairs when found.

Save

Will save all your options and the actual setup.

1.6   The rules of the game

- Marryampic mode: Option "Only sound-pair valid" CHECKED

First an audio sample is played, and you must find the 2 (two) cards of the

pair corresponding to this sound.

- In classic mode: Option "Only sound-pair valid" NOT CHECKED

You can find any pairs. When found, the sound corresponding to this pair

will be played.

Each player turn 2 (two) cards on their turn. If this is the pair, the 2 (two) cards are taken out, or else the 2 (two) cards are hidden again. The number of all the pairs found by each player is displayed at the end. The player who found the pair plays again.

Push the SPACE BAR to hear the sample (in Marryampic mode) again.

Push the key "f" key to swap the audio filter. What else could I add...?

1.7   Making your own CardSets !

First, your cardset MUST be in a drawer.

In this drawer you will find:

=> a picture containing all your different pairs+the backdrop:

CardPic.IFF for an ECS display mode compatible with all

amiga (obligatory).

CardPic_AGA.IFF for an AGA (or CGX/P96) display mode. (optional)

If you do not want ECS compatibility then CardPic.IFF should be AGA.

You draw all your cards in the size you want. You must reserve at least

a middle height of your screen free (You only draw the pairs 1 (one)

time!)

You don't have to centre your cards on the screen (in X&Y), Marryampic

will calculate the spacing for your cards with the info given in the

file CardInfo.TXT. All the resolutions could be used, and as many

colors as you want... (except HAM-6 and HAM-8 mode.)

Note: The color number 0 and the number 1 MUST be different.

(Colour #1 is used to display messages.) Also note that colors

2 & 3 are used for the intuition interface, colors 17, 18, & 19 are

used for the pointer... so don't hesitate to swap & remap the

picture.

The backdrop card must be placed after all the cards on the left.

<!> You must not have more than 50 cards on a horizontal line. Not

enough? uuhh!, write me...

At the start-up Marryampic will open a screen of the width and the

height contained in the file! New since v1.05!

=> all the differents digitized samples of your pairs: CardSample-xx.IFF

where xx is the number of the pair from 1 to number of different pairs.

In older version of Marryampic, the files were CardSample#xx.IFF but the

LHA archiver doesn't appreciate those names... (but you can still use

these names!) The 2 samples "SampleFound.IFF" and "SampleFinished.IFF"

will be used during the game if they are present.

=> a descriptive file on how are drawned your cards: CardInfo.TXT

there are lines for:

WIDTH= : width of your cards in number of pixels.

HEIGHT= : height of your cards.

NUMBER_X= : number of cards on a horizontal line.

NUMBER_Y= : number of cards on a vertical line.

SPACING_X= : number of pixels between each card on a horizontal line.

SPACING_Y= : number of pixels between each card on a vertical line.

FONT=..../y : the font the screen should use if present (otherwise

it will use the standart topaz/8). (Optional line)

MODEID= : the screen mode to open.

Number must be in hexadecimal, and can be defined in the

setup window with the "ScreenMode" button. (Optional line)

A better way to make a cardset is to look in the drawer of an already made CardSet, all the different files. The number of the samples for the cards are in this format : example: position of the pairs

 1 2 3 4 5

6 7 8 9 10

11 The samples and the picture must be in IFF (a standard on our machine, not a problem!) You can edit the file CardInfo.TXT, with any ASCII editor (ex: MEMACS). After you've done it don't forget to change the Marryampic.prefs to be able to select your new cardset in the cardset gadget in the start window (only if you start from floppy disk).

Note that the samples with length greater than 128Kb can't be preload in memory. Give them the bigger number xx as possible (because Marryampic stops preloading samples when an problem occurs), to have all the little samples resident in memory. The bigger ones will be played in direct-to-disk.

To verify that your new cardset is ok; during the loading of the files in memory, (or in the setup window for harddrive owners...) press the SPACE BAR & you will be able to see each pair of cards and hear the associated sample for it.

If you make a new cardset, please send it to me.

1.8   Author

Here is my address:

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Do not forget to give me feedback or report bugs if you want another version to be done! I would also like to know if you like my game or not. If not then please tell my why.

I've used Blitz2 (v2.1) to create Marryampic, which allows you to make this sort of soft, certainly fasler than in C.

1.9   Legal information

I won't accept any responsibilities for any damage done to your system nor data lost, directly or indirectly, as a result from using Marryampic or any of its associated files. You use the program entirely at your own risk. Of course if you *do* experience problems then I'll do what I can to sort them out by e-mail. Please let me know of any bugs so that I can try to cure them in a future version of Marryampic. Marryampic and its associated files are not public domain. They may be distributed freely as long as there is not an unreasonable charge imposed. It may not be included within any commercial package without express written permission from the author; the exceptions from this are the AmiNet CDs and other PD collections. Marryampic and its associated utilities may only be distributed if all files contained within the original archive are present.

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