

# **5inRow**

Daniel Osman

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**COLLABORATORS**

	<i>TITLE :</i> 5inRow		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 5inRow

### 1.1 5inRow

5-in-a-row V1.3

by  
Daniel Osman

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Introduction~

What is this ?

Installation~

How to install it ?

Requirements~

What do I need to run it ?

Gameplay~~~~~

How do I play the game ?

ToolTypes~~~~~

List of available tooltypes with short comments.

Legal~Stuff~~~

Find out what is legal and what is not.

Author~~~~~

How can I contact the author ?

History~~~~~

What are the new changes ?

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This product is MAILWARE. Please contact  
me  
if You find any bugs.  
My e-mail address has changed so please resend me any unreplied messages.

## 1.2 5inRow: Introduction

This is a "Go-Moku" type of game. The aim of it is to get 5 of your own circles in one row. It is similar to 3-in-a-row (Tik Tak Toe), but here the playfield is much bigger and you must have 5 (not 3) of your pieces in a row to win.

This version is only for two human players (no human vs computer option).

## 1.3 5inRow: Installation

Just drag the icon named 5inRow to whatever directory.

## 1.4 5inRow: Requirements

The program should run on any Amiga with workbench > 2.04. I am also happy to hear about any bugs you've found in this game.

## 1.5 5inRow: Gameplay

The game area is a window divided into 20 X 20 squares. One ←  
player has  
white circles and the second has black ones which he/she places, according  
to turn with the mouse, in one of the empty squares. (From version 1.1, it  
is possible to change the colours of your circles and from version 1.2 to  
change the size of the game area using  
icon tooltypes  
.) The game continues  
until one of the players gets '5-in-a-row'.

The score is shown in the bottom left corner of the window.

The next match begins the loser of the previous one.

A bar with the colour of the player to move is on the right side of the window.

The game will look best on a workbench screen with 8 colours (MagicWB).

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## 1.6 5inRow: Icon Tooltypes

This version of the game supports icon tooltypes. With the help of them you can now modify the look of the game window.

Here is a list of them:

```
COLOUR_NET=x ----- Colour of the net (boxes). Default 4.  
COLOUR_1ST_PLAYER=x --- Colour of 1st player circle. Default 1.  
COLOUR_2ND_PLAYER=x --- Colour of 2nd player circle. Default 2.  
COLOUR_WIN_LINE=x ----- Colour of the "win line". Default 7.  
BOX_WIDTH=x ----- Width of the boxes.  
BOX_HEIGHT=x ----- Height of the boxes.  
X_AMOUNT=x ----- X amount of boxes. Default 20.  
Y_AMOUNT=x ----- Y amount of boxes. Default 20.
```

If the width and height tooltypes are not used the program will check the resolution of your workbench screen and set the best possible values. But if you decide to use them, it will look best with even numbers. Changing those values will also change the width and height of the window. If the colour tooltypes are not used then the program will use default settings.

## 1.7 5inRow: Legal Stuff

You can only distribute the program 'as is' (with this documentation). No money can be charged for it.

This program is MAILWARE. If you like it send me a letter by e-mail, snail mail or by fax with bug reports and your comments about the program.

## 1.8 5inRow: Author

Sorry for any grammar or spelling mistakes in this documentation.

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## 1.9 5inRow: History

- V.1.3 - Used more optimized code to speed up the game and to shorten the code.
- Wrote a better documentation.
- Still no computer vs human option. I know how to do it but I'm

too lazy.

- V.1.2 - Added new tooltips to set amount of boxes.
    - Fixed bug with window clearing on higher resolution screens.
    - New looking score.
  
  - V.1.1 - Added tooltips.
    - Added a menu.
    - Fixed some bugs in the look of the game window on higher resolution screens.
    - The circles are now filled.
  
  - V.1.0 - First public release.
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