

**Silver\_Prefs**

**COLLABORATORS**

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

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# Chapter 1

## Silver\_Prefs

### 1.1 Silver\_Prefs - Inhalt

Silver\_Prefs V08.01 16.08.97 by Rainer Müller

A configuration program for the  
roleplaying-game system "Silver"  
by Robert Müller

Introduction  
Requierements  
Installation  
Usage  
History  
Future Plans  
Acknowledgments  
Copyright  
Author

### 1.2 Introduction

Introduction

With Silver\_Prefs you can set several parameters of the roleplaying-game system "Silver" and save these parameters in a configuration-file.

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## 1.3 Requirements

### Requirements

Silver\_Prefs needs at least Kickstart 2.0 (V37).

Also the

gadtools.library Version 37+ (beginning with Kickstart 2.0 in ROM)  
and

reqtools.library Version 38+ (contained in this archive)  
are required.

ReqTools.library Copyright © Nico Francios, Magnus Holmgren

## 1.4 Installation

### Installation

Silver\_Prefs has to be in the same directory as the silver mainprogram.

The ReqTools.library has to be in the LIBS: directory.

## 1.5 Usage

### Usage

If there is no configuration-file, there will be a message and the silver

default values  
will be used.

It appears following window:

temporary files

save games

adventure path

documentation

screen mode

font

quick start

---

no undo  
degrade  
  
create directory  
default values  
save  
delete  
cancel

## 1.6 directory for... :

directory for... :

A directory-requester appears. Select with the requester the directory for temporary files/save games/adventures/documentation.

## 1.7 directory for... :

directory for... :

Here is the current path for temporary files/save games/adventures/documentation displayed.

## 1.8 screen-mode

screen mode

A screen-mode-requester appears. There you select the screen mode Silver uses.

Note:

The screen has to be at least 256 lines high. The minimum width depends on the used font. If you select a too small screen there will be a message, that the screen is too small -> please select a different screen.

You also have to choose between 16 or 32 colours. For 32 colours the AA (AGA)-chipset or a graphic-card is needed. With OCS or ECS only 16 colours are possible.

---

## 1.9 screen mode

screen mode

Here is the current screen mode and the number of colours displayed.

## 1.10 font

font

A font-requester appears. There you select the font Silver uses.

Note:

The maximum size of the font depends on the used screen-mode. If the selected font is too big there will be a message, that the font is too big -> please select a different font.

## 1.11 font

font

Here is the current font displayed.

## 1.12 quickstart

quickstart

If this option is switched off, then after the start of a new game, all maps will be copied.

If this option is switched on, the maps are copied when they are needed.

## 1.13 no undo

no undo

If this is activated, the undo-buffer in the editor is switched off -> this saves memory

## 1.14 degrade

degrade

If this is activated, the selection with listview-gadgets is switched off. This is useful, if the listview-selection is buggy (it hasn't been tested with OS2.0)

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## 1.15 create directory

create directory

If you want to create a directory, you can do this using Silver\_Prefs. At first you enter the name of the directory. After that you select with the directory-requester the place for the new directory.

## 1.16 default values

default values

The silver default values for paths, screen, font, etc. will be used.

## 1.17 save

save

The configuration is saved and Silver\_Prefs quits.

## 1.18 delete

delete

The configuration is deleted and Silver\_Prefs quits.

## 1.19 cancel

cancel

The program quits and the configuration is NOT saved.

## 1.20 history

history

V08.01 - for Silver V0.25 and higher

- \* minor bug-fix: now Silver\_Prefs handles incomplete config-file correctly

V08.00 - Silver V0.25 and higher

- this version supports all Silver parameters

- \* NEW

- Silver\_Prefs is now completely localised

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## 1.21 future plans

future plans

The future of Silver\_Prefs depends on Silver. If Silver changes, then Silver\_Prefs will change, too.

## 1.22 acknowledgments

aAcknowledgments

- my brother Robert Müller, for the roleplaying-game system "Silver"
- Wouter van Oortmerssen for the great Amiga-E language
- all the people who developed the Amiga and the ones who develop a PowerPC-successor, which is worthy to the Amiga.
- Jens Granseuer for the great charakter-editor

## 1.23 Copyright

Copyright

The copyrights and the distribution for Silver\_Prefs are the same as for Silver.

## 1.24 Author

Author

Silver\_Prefs was written by Rainer Müller

Suggestions, wishes, bug-reports to me or to Robert Müller.

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Amiga-E © Wouter van Oortmerssen

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