

**InformLoader**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> InformLoader	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		August 5, 2022
<i>SIGNATURE</i>		

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## InformLoader

### 1.1 Table Of Conents

Inform Game Loader  
Copyright 1996 by Patrick Kellum  
All Rights Reserved

\$VER: Inform-Game-Loader-guide, v01.04 (07-Sep-1996) by Patrick Kellum

Introduction  
    What is Inform Game Loader?

Requirements  
    System & Software requirements

Instalation  
    How to install Inform Game Loader

Configuration  
    Configuration

Upgrading  
    Upgrading from an older version

Operation  
    How to use Inform Game Loader

Thanks  
    People I want to thank

Future  
    A view of the future of Inform Game Loader

History  
    What's new?

Copyright / Distrubution  
    Read this please :)

Contacting The Author

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How to write to me :)

Good Night

## 1.2 Introduction

### 1. Introduction

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Inform Loader is based on a script I have been using for a while now to launch Infocom/Inform interpreters from CNet. I originally used Dotoran's ZILoader but as my collection of Infocom/Inform games grew, so did the menu. Soon the menu was far too long and finding a game was slow. What I needed was a loader that used subdirectories and allowed longer titles. So Inform Loader was born. Now, after 6 major beta revisions I am releasing it to the public with a complete menu system.

Some of the features include:

- o Menu system that includes single level sub directories.
- o Online viewing of hint/InvisiClues, Solutions, and doc files.
- o Displaying of a notice before the game is played. Useful for needed information like info from the manuals.
- o File tagging to add hint files and the game (if PD) to the players Download Stash.
- o User definable color for game text.
- o Instantly starting a game by entering it's Quick name after INFORM.
- o Online editing of games/subdirectories!
- o Creates a list of Quick Names for viewing online or downloading.
- o Saved games are placed in Users:<username>/Infocom. A directory is created when needed.
- o NEW! Now supports Frotz's 16 colours in the game text!

## 1.3 2. Requirements

### 2. Requirements

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Inform Loader requires the following separate software:

- o CNet 4.11+ (not tested with 3.05 but should work)
  - o MoreText 0.051+ (should also work with 0.045)
-

- o Frotz 2.01.2+

Recomended but not required:

- o FPWait is a great "Press any key to continue" type program, highly recomended.

## 1.4 3. Instalation

### 3. Instalation

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Installing the software is rather easy, just follow these steps:

1. Create a directory somewhere and put these files in the directory. InformLoader.rexx, Inform.cfg, InformLoader.doc, QuickLst.txt, and Help.txt.
2. Copy the file Inform to the systext:help directory.
3. Create a directory inside the last directory and call it Frotz. This is where we will be installing Frotz.
4. De-archive Frotz and copy these files to the Frotz directory. FrotzStdIO and Frotz.guide
5. Add an assign to the directory created in #1 and call it Infocom: Add it to whatever you use, CNet-startup or User-startup.
6. Add this line to CNet:bbsmenu at the bottom of the '2; Available everywhere' section:

```
INFORM                                | {#0infocom:informloader.rexx}
                                       ^
                                       |--should be Ctrl-Q
```

7. That's it, now you get to configure it :)

## 1.5 4. Configuration

### 4. Configuration

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At the moment, some configuration has to be done with a text editor.

To change the "hit any key to continue" thing just change line 2 to the MCI commnds you want to use.

To change the access level needed to be considered a sysop change line 3.

To sort the games/subdirectories you will need to edit the lines in the config.

To add a subdirectory from the Main (Inform) menu just hit A. You will need to enter the first game. After that you can enter that subdirectory and continue adding more games.

Note: Anything that you don't want to use (like a note when not needed) just press enter.

Here is the config file format in case you want it.

```

---

Default color
"Hit any key..."
Sysop level
Number of subdirectories
Subdirectory 1 title
Number of games in subdirectory 1
Game 1 in sub 1 - Title
Game 1 in sub 1 - Quick
Game 1 in sub 1 - Path
Game 1 in sub 1 - Note
Game 1 in sub 1 - Hint
Game 1 in sub 1 - Solution
Game 1 in sub 1 - Doc
Game 1 in sub 1 - Downloadable version
Game 2 in sub 1 - Title
(all the rest of the games in the subdirectory follow that pattern)
Subdirectory 2 title
(and all the rest of the subdirectories follow that pattern)

---
```

Should be easy enough to figure out. Soon it should be possible to edit everything without resorting to a text editor.

## 1.6 5. Upgrading from previous version

### 5. Upgrading from previous version

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To upgrade from an old version, just copy InformLoader.rexx and InformLoader.guide to Infocom:.. The config file is unchanged.

## 1.7 6. Operation

### 6. Operation

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To start Inform Loader, just type INFORM at most prompts for the menu version. To go directly to a game type INFORM <quick name>. For example, to start playing Jigsaw without going through the menus just type

```
INFORM JIGSAW
```

Everything else should be self explanatory.

## 1.8 7. Thanks

### 7. Thanks

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Dotoran for the GREAT routines in CNet Tool Kit and ZILoader.

PMK for the GREAT routines in CNet Tool Kit and all the FP products.

ZenMetal for buying CNet and finally giving it the suport it deserves.

David Kinder for Amiga Frotz and putting up with my stupid sugestions :)

Kicker & Egress-1 for teaching me ARExx in the first place and putting up with my stupid questions :)

## 1.9 8. Future

### 8. Future

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If you have any coments on these posable additions then please tell me

.

- o Delete Game/Subdirectory.
- o Sort Games/Subdirectory.
- o Move Game to another subdirectory.
- o An install script?
- o Any Ideas??????????????

## 1.10 9. History

### 9. History

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\$HISTORY:

07 Sep 1996 : 01.04 : Added 16 colour Frotz support, bugfixs.

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24 Jul 1996 : 01.03 : Updated for latest Frotz, misc bug fixes.  
13 Jun 1996 : 01.02 : Edit online, bug fixes, error checking.  
14 May 1996 : 01.01 : Added config commands. Bug fixed.  
13 May 1996 : 01.00 : First public release. Menu added.  
In The Past : 00.00 : Lots of stuff

## 1.11 10. Copyright / Distrubution

### 10. Copyright / Distrubution

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This software is subject to the "Standard Amiga FD-Software Copyright Note"  
It is Mailware as defined in paragraph 4b. See  
chapter 7  
for addresses.

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

In addition to the AFD-COPYRIGHT, permission is granted to modify this  
program for PERSONAL USE ONLY. Modified versions may NOT be distrubitied.

In your

email  
, please tell me where you got this program from, I'm  
interested in seeing where it travels to :)

Is anyone using this? I have only received two emails so far :( I'll  
still continue working on it seeing as how I use it, but knowing it's  
helping some sysops would be a great ego boost :)

## 1.12 11. Contacting The Author

### 11. Contacting The Author

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I can be contacted in the following ways:

RocketNet: DarkWolf@10:916/0.0 (extreamly slow till I get a job ):  
C-Link: Darkwolf@911:5100/0.0 (down till I get a job ):  
Internet: patrick@otn.net (fastest responses :)  
Pup-Tek BBS: <down> New number someday soon :)

More addresses and stuff will be added once my BBS is back online.

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