

FlashNG

COLLABORATORS

	<i>TITLE :</i> FlashNG		
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REVISION HISTORY

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Chapter 1

FlashNG

1.1 FlashNG.guide

FlashNG v1.12

(25.03.01)

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NicoEFE@ifrance.com

Configuration
 IMPORTANT !!!

Introduction
 FlashNG: yet another Arkanoid Clone ?

Usage
 How to play ?

Distribution
 FreePostCardShare...Ware ???

Author
 Contact the author ?

Greets
 Some Greets

1.2 IMPORTANT !!!

** Configuration **

FlashNG requires:

- .AmigaOS 3.x
- .320x200 256 colors Screenmode (AGA or RTG)
- .Lucyplay.library (Freeware, included)
- .GTLayout.library (Freeware, available on Aminet)

Note: If you get trashed graphics under AGA, install NewWAP8

1.3 What: Yet Another Arkanoid clone ?

Introduction:

FlashNG was first developed under MS/DOS in TurboPascal as a school project. I then managed to port it to the Amiga using FreePascal. And finally, I totally rewrote it in ANSI C.

FlashNG is not just another Arkanoid Clone, here are some features:

- .Works on AGA, CGX & P96 (automatic ScreenMode detection)
- .Multitask (Automatically switch to Pause mode when FlashNG's screen is not selected)
- .No Enforcer hits
- .You can write your own Gfx & levels
- .Distributed as GPL: full C sources included
- .Should compile with SAS/C, VBCC and GCC
- .Nice Gameplay

=> I really can't bear people still releasing SHAREWARE (!) AMOS programs that do not multitask and only run with PAL/NTSC displays:

The A500 was released 15 years ago !!

1.4 How to use it ?

How to use it ?

Just launch "FlashNG" and this will bring up the GTLayout GUI.

- .If FlashNG is started for the first time, a config file will automatically be created with the default settings.

- .Then just change your settings and click on "save" and "play"

- .FlashNG is played with the mouse: click on the mouse to launch

the ball and here we go !

.Setting your own ModeID:

From version 1.11, by changing the tooltype "SCREENMODE" you can make flashNG run on your preferred screenmode.

e.g. To run FlashNG on DBLNTSC Low resolution, set the tooltype like this: SCREENMODE=0x91000

NOTE: you must enter the ModeID in hexadecimal form and must NOT forget the "0x" before the ModeID.

1.5 Distribution

Distribution

FlashNG is released as GPL: Feel Free to copy it, modify it etc...

For more information about the GPL licence, see the file "licence.txt"

When I say that I'm fed up with people still writing AMOS programs, this is not their fault: when I began to work on porting Flash to the Amiga, I found NO good examples covering Graphics.library/BltBitmap()...

There is a big lack of FREE C Game sources for the AmigaOS.

=> I hope FlashNG will help other people.

1.6 Contact the Author

Author

FlashNG was first developed on:

.PC 486 SX/25 VGA
.MS/DOS 7.0 (Win95)

And then ported to AmigaOS using:

.Amiga 1230
.AmigaOS 3.1

E-Mail: NicoEFE@ifrance.com

Site: <http://www.multimania.com/aubioane/flash/flashGPL.html>

Further development

FlashNG was brought up to version 1.12 using:

```
.Amiga 1200 BlizzardPPC + BVision  
.AmigaOS 3.5  
.Volker Barthelmann's VBCC v0.7
```

by Giles Burdett

E-Mail: layabouts@the-giant-sofa.demon.co.uk

Site: www.the-giant-sofa.demon.co.uk

1.7 Some Greets

Thanks to:

```
.Henes (Gfx.lib/blt...) even if he's a bit silly sometimes ;)  
.Drew (from Trogssoft) for the Flashback Logo
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