

DiamondPrefs V1.2 documentation

COLLABORATORS

	<i>TITLE :</i> DiamondPrefs V1.2 documentation		
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Chapter 1

DiamondPrefs V1.2 documentation

1.1 DiamondPrefs V1.2 documentation

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                                     Diamond Prefs
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Version V1.2 (04.06.1995)

(C) Copyright 1994/95 by Peter Elzner
    neXus software

- registered Users only -

Introduction to V1.2

Requirements

Installation

Copyright & Distribution
*
The main window
*

History

Plans for the future

About MUI
```

1.2 Introduction to V1.2

Welcome to DiamondPrefs V1.2

This program provides an easy and comfortable way to configure Diamond Caves Game and the Diamond Caves Editor.

This program is based on MUI, see
About MUI

.

1.3 Requirements

DiamondPrefs V1.2 requires:

- Kick 2.0
- MUI 2.3
- a registered version of Diamond Caves
- Commodore's Installer (can be found on your Workbench-Install-Disk)

This program has been tested with Enforcer and Mungwall.

1.4 Installation

DiamondPrefs comes with a ready-to-run installer-script for the Commodore Installer. Just click on the icon and follow the text in the window.

Basically, the script will copy all necessary files in the Directory "DC:" according to the present version.

1.5 Copyright & Distribution

COPYRIGHT

DISTRIBUTION

DISCLAIMER

SHAREWARE

1.6 COPYRIGHT

Diamond Caves, the Diamond Caves Editor, DiamondGfx & DiamondSfx, DiamondHigh and DiamondPrefs are copyrighted (C) 1994/95 by Peter Elzner. That means that you are NOT ALLOWED to modify the programs and documentations in any way. Especially you MUST NOT REMOVE the documentation or any other file.

You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in this documentation, this also includes

any images and samples.

Diamond Caves is
SHAREWARE
!

1.7 DISTRIBUTION

The Diamond Caves package and the Diamond Tools package are freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- Any re-distribution has to include all files in this archive, without any modifications. You are NOT allowed to add or remove any files to/from the archive.
- This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet CD-ROM, and other similar electronic channels. You MUST NOT include it on any disk that is sold for more than 5 US Dollar (or an equivalent in other currencies).
- Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by Peter Elzner!
See "How to contact the author" in the Diamond Caves docfile.

You are NOT allowed to distribute your keyfile in any way! It contains your personal data and may only be used by the user whose name is encrypted into the file (should be you). This name is displayed in the About Requester of either Diamond Caves Game or Editor.

1.8 DISCLAIMER

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer of the software can NOT be held responsible.

1.9 SHAREWARE

This product is SHAREWARE. "Free distributable" only says that you do not have to pay for copying or re-distributing the unregistered version of the program.

If you are still working with an unregistered version of Diamond Caves, read the chapter "How to register" in the Diamond Caves docfile.

1.10 The main window

The main window of DiamondPrefs is seperated into two parts:

configuring the Game

configuring the Editor

At the bottom are two buttons

Save will save your settings to disk

~~~~

Exit will close the window and leave the preferencesfile unchanged

~~~~

1.11 configuring the Game

Note: If there is a preferencesfile in your DC: drawer, it will automatically be loaded and all tooltype settings will be overridden!

ScreenMode

You may choose two different screenmodes, one for the titlescreen and one for the game.

Note that both the title and the game were designed to be used on a screen with a 1:1 pixel-ratio like LoRes or HiRes-Interlace.

The Interlace-button is normally set according to the game screenmode you select. If you have any problems, for example with DBL-screenmodes, try disabling this button.

Control

Here you specify the controlmethod of both players. You have the coice between Joystick in port 1, Joystick in port 2 and Keyboard.

Note that there should be only one player using the keyboard. Two player using keyboard will be possible in future versions.

Presets

Leveldirectory lets you select a default-directory that will be present ~~~~~~ at startup-time.

Number of players should be obvious

~~~~~

Name is the default-name you want to use.

~~~~

Misc

gameport.device : Choose if you want to use the gameport.device or bang ~~~~~~ the Joystick hardware directly.

The next item allows you to place the status line in the game (where your score gets displayed) above or below ~~~~~~ the game screen.

Note that if you use an interlaced screenmode in the game, you should place the statusline above the gamescreen.

* Note: Use the following two buttons only if you know what you are *
 * doing, the program automatically adjusts to your Amiga and most of the *
 * time, these settings are the best. *

Timing : Toggles between using the timer.device or the vertical blanking
 ~~~~~~ interrupt (VBI) for timing. Use VBI only if you are playing in  
 PAL-mode (will be set automatically, if you specify a PAL-mode)

Speed : This slider controls the time (in 1/2500 seconds) the game has  
 ~~~~~~ got to do its calculations. The normal value is 50 which leaves  
 1/50 sec for every frame. 1 is very fast (although most of the time, the
 calculations will take longer than 0.0004 seconds), 200 is about 4 times
 slower than normal. This value is not affected by the screenmode you're
 using.

The button to the right will reset the Speed to the default value of 50.

Gfxfile : Specify the graphics you want to use in the game. Use
 ~~~~~~ DiamondGfx to create your own gfx-file or use the default  
 graphics in "Diamond.16col" (normal 16 color version) or "Diamond.32col"  
 (extended 32 color version).

## 1.12 configuring the Editor

Here you can select the screenmode of the PublicScreen, every screenmode capable of displaying at least 16 colors is supported.

Note that the minimum size of the screen is 640x400.

Presets

Leveldirectory lets you select a default-directory that will be present  
 ~~~~~~ at startup-time.

Nr. is the initial levelnumber

~~~

You can also select that you want to load the level (specified by number and directory) at the beginning.

## 1.13 History

V1.0 (01.05.1995)

- first public release (registered users only)

#### V1.1 (04.06.1995)

- added Interlace-button
- added Speed-Slider
- added Gfx-file selection

#### V1.2 (14.06.1994)

- fixed loading of V1.0 preferences file
- window now fits on a 640x200/topaz8 screen
- fixed loading/saveing of Interlace-flag
- added "timing" gadget  
(PAL-users should use VBI-timing,  
other modes use timer.device)

## 1.14 Plans for the future

Plans for the future:

- two different keyboard-controlmethods so that both players can use the keyboard
- make the keys for keyboard-control editable
- localization

## 1.15 About MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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