

**PinHi**

**COLLABORATORS**

	<i>TITLE :</i> PinHi		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 4, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>PinHi</b>	<b>1</b>
1.1	PinHi 1.0 (1.11.95) . . . . .	1
1.2	Introduction . . . . .	1
1.3	Usage . . . . .	1
1.4	Techno . . . . .	2
1.5	Author . . . . .	2
1.6	Pinball Illusions . . . . .	2

# Chapter 1

## PinHi

### 1.1 PinHi 1.0 (1.11.95)

```
PinHi - show highscores of DI's
Pinball Illusions

Introduction

Usage

Techno

Author
```

### 1.2 Introduction

So you've got Pinball Illusions installed on your harddisk (I hope for you that you've got it legally...). You've set dozens of new highscores, you've beaten all those default highscores and so on. Imagine now that a friend calls up and asks you about your highscore on Law 'n Justice. You have a huge animation rendered by your Amiga thus not be able to run PI and have a short glance at the highscores. What now? You could run your hex-viewer and look up the highscores. Highly Uncomfortable :) You could run PinHi and swoosh, look up all highscores at once. What is the better alternative?

### 1.3 Usage

You need only run PinHi from Shell/CLI to have a look at the highscores. Another possibility is to redirect PinHi's output to your printer or into a file - thus you could show your great great highscores off to everybody ;-)

---

## 1.4 Techno

PinHi was written using Amiga E, the amazing language by Wouter van Oortmerssen. The source is included in the archive and can be compiled with Amiga E 2.1b or higher (I hope).

## 1.5 Author

You can reach the author for anything ...

...via snailmail:

Ralph Debusmann  
An der Sauerwies 6a  
66125 Saarbruecken-Dudweiler

...via E-mail:

rade@coli.uni-sb.de

...or have a look at his soon to be appearing homepage

<http://coli.uni-sb.de/~rade>

## 1.6 Pinball Illusions

For the ones who still don't know: Pinball Illusions is the third (and very likely the last) part of the Pinball-trilogy by DI. It does NOT in any other way than the publisher (21st century) relate to the game Pinball Mania, which is given away with the new A1200s by Amiga Technologies. Pinball Mania sucks big time and is NOT recommended. It is a HUGE disappointment.

PI is great fun and can only be recommended to everyone. The ones who want to maintain a glimmer of hope for a fourth part should buy PI instead of pirating it. That's what Digital Illusions' Frederik Lilliegren said on this topic...

"We usually start out with a vague idea of what we want to do, then we make a small preview showing the basics of the game, this demo is then showed to the most interesting publishers. If any of them gets interested we will sign a contract, get some money, miss all deadlines with 6-10 months and then end up seeing our game pirated to death within 2 days of release.

And that piracy is another reason for dropping the AMIGA, if we sold as many units of our games as there are people out there enjoying our efforts we would only be working on the AMIGA!!!"

But it will not only be your fault as a pirate...

"Sad to say with the current status of Commodore I do not see our selves committing to another Amiga project after completing Benefactor and Pinball

---

---

Illusions. The reason is very very simple, It takes us 1 year to develop a game and in a years time the Amiga market is not going to be able to support us finacially i.e. we would loose money doing an Amiga game.

Another reason is that within a years time there is going to be 2-3 machines available on the market that technically is 100-200 times as powerful for games as the A1200 and CD32. And due to the fact that we are visionaries and want to do the best possible job, the current Amiga hardware can not compete."

Although this was written while Commodore was still in the liquidation process it \*is\* sad.