

MineClone-Guide

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Contents

| | | |
|----------|---|----------|
| 1 | MineClone-Guide | 1 |
| 1.1 | MineClone - Index | 1 |
| 1.2 | MineClone - Copyrights and Disclaimer | 1 |
| 1.3 | MineClone - Features | 2 |
| 1.4 | MineClone - Usage, Menus and Toolstypes | 2 |
| 1.5 | MineClone - Known Bugs | 4 |
| 1.6 | MineClone - Anything missing? | 5 |
| 1.7 | MineClone - Greetings | 5 |
| 1.8 | MineClone - Addresses | 5 |
| 1.9 | MineClone - History | 5 |
| 1.10 | MineClone .- Install | 5 |

Chapter 1

MineClone-Guide

1.1 MineClone - Index

-- MineClone V1.2a --

User Manual

1. [Copyrights and other notices](#)
2. [About MineClone and Features](#)
3. [How to install?](#)
4. [Usage, Menus and ToolTypes](#)
5. [Known Bugs](#)
6. [Anything missing?](#)
7. [Greetings](#)
8. [reaching the Author](#)
9. [History](#)

1.2 MineClone - Copyrights and Disclaimer

MineClone V1.2a

© Copyright 1994 by Nico Max

This program is Giftware. This means that you can copy it and use it for free. If you like it you should reward the [author](#) with a little gift.

reqtools.library is © Nico François.

DISTRIBUTION

Organisations or people wishing to include MineClone on PD-series or CD-ROMS can do that as long as no profit is gain with it. It is NOT allowed to charge any money for MineClone except than for covering material and copying costs.

DISCLAIMER

This software is provided "as-is" and the **author** accepts no responsibility for damage and/or loss of data/equipment resulting from the use of this software.

1.3 MineClone - Features

Why a new minesweeper-style game? Aren't there enough out there? Well I wanted a game running on the Workbench screen with a nice GUI and nice colors. But the programs I've found weren't that what I wanted. So I wrote my own one.

I've tried to make it looking like the IBM Minesweeper, but includes some features the original is missing. (sizeable window, changeable size of minefields, etc) And another difference: it needs Kick 3.0.

Here's a complete list about the features:

- sizeable window
- variable size of fields
- nice GUI, nice Colors and nice Smileys :-)
- opens on any Publicscreen
- using flexible way for allocating colors
- flashing fields
- choose bombs by number or percentage
- Saveclick-option, Automark-option and a whole lot more...
- global Automark-function, clearing all the trivial cases
- extra menu with custom actions
- keyboard-support
- localized
- needs Kick 3.0 and reqtools.library
- written in E

1.4 MineClone - Usage, Menus and Toolstypes

How to start? Well, simply click the right Icon.

After starting the game you'll see lots of squares. Over these squares a number of bombs are spread. Its on you finding these bombs by marking the right squares. You need the mousebuttons for this task.

Pressing the right MB over a square marks this one regardless of whether there is a bomb or not. You can see that only indirectly.

Pressing the left MB clears this square. If there was a bomb you have lost the game, because you must'n touch bombs. But when there wasn't

a bomb the square gets cleared and two things can happen: the square is furthermore clear or a number appears. These numbers are bomb-indicators. Lets say you see "1" at such a field. This means that exactly one bomb lies somewhere in the squares lying in the touching squares around this one.

MineClone offers an Menu which is available everywhere in the window where pressing the right Mousebutton doesn't matter.

Project

New Game - restarts the game

About - brings up the About-Requester

Quit - quits MineClone

Options

Automark all - looks through the whole minefield and selects all the fields which are trivial.

Number of Bombs - choose real number of Bombs

Percentage - or by percent

Field width - choose width of all the fields

Field height - and height

Toggles

Save Click - Save Click on or off

Automark - enables or disables automark. If automark is disabled and you pick a touched field,

MineClone shows the untouched fields as long as you hold the left Mousebutton.

Flashing - flashing on or off

check last - After every Mouseclick MineClone checks whether there is an empty field or not like the IBM-

Original does.

Request - Sure-Requester on or off. If you clicking the display fields for starting a new game a requester may come up or not.

Indicator - Automark-Indicator as windowtitle on or off

Release Colors - MineClone releases all the Pens it has locked when the window gets inactive. Other programs may lock the colors now. When the window gets the active one MineClone will allocate the Pens again.

Allocate exact - When this is selected MineClone tries to get the Pens as exact as specified in the

Tooltypes. If not the allocated Pens may differ from the RGB-specs but now some Pens may be free now for other programs.

Taskpriority - Choose MineClone's Priority the supported Tooltypes

FIELDWIDTH = <num> - the fieldwidth

FIELDHEIGHT = <num> - fieldheight

PERCENTAGE = <num> - percentage of bombs

NUMBER = <num> - or real number of bombs

PRIORITY = <num> - Taskpriority

AUTOMARK = ON/OFF - automark on or off

FLASHING = ON/OFF - flashing fields

SAVECLICK = ON/OFF - saveclick

RELEASE = ON/OFF - releasing colors on window-deactivation

ALLOCEXACT = ON/OFF - exact colorallocation

REQUEST = ON/OFF - security-request on restarting game

CHECKLAST = ON/OFF - checking for one free field

INDICATOR = ON/OFF - Windowtitle as Automark-Progressindicator

PUBLICSCREEN = <screen name> - the name of the Publicscreen where MineClone shall open its window

COLOR_XXX - RGB-specifications, range from 0 to 255, order: red green blue

CUSTOMMENU_<num>_NAME = <string> - an itemname in the custommenu

CUSTOMMENU_<num>_PERCENTAGE = <num> - percentage or

CUSTOMMENU_<num>_NUMBER = <num> - number of bombs

CUSTOMMENU_<num>_FIELDWIDTH = <num> - ...

CUSTOMMENU_<num>_FIELDHEIGHT = <num> - ...

CUSTOMMENU_<num>_SEPARATOR - a separator between the items

For the CUSTOMMENU_... entries <num> means the number of the actual item, starting with "1". For adding a custom item the

CUSTOMMENU_<num>_SEPARATOR ToolType or at least the

CUSTOMMENU_<num>_NAME ToolType must be given. All the rest is optional.

For a living example how to use these ToolTypes look at the ToolTypes of the original Icon.

1.5 MineClone - Known Bugs

No bugs are known by now but nobody knows :-)

1.6 MineClone - Anything missing?

This question is directed to you. If you have any ideas please let me know.

1.7 MineClone - Greetings

- Wouter van Oortmerssen for his Amiga_E; superb!
- Günter Nikl for being the first one mailing me his statements about MineClone

1.8 MineClone - Addresses

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1.9 MineClone - History

- 1.0 - first release
- 1.1 - features added: saveclick, automark, allocate exact, release colors
 - little Bugs with Pensharing and GUI-drawing are fixed now
 - several Smileys added
 - Tooltype Support
 - german Doc added
- 1.2 - several Smileys added
 - some Tooltypes and Menuitems added
 - some tiny bugs fixed
 - keyboard-support
 - localized
- 1.2a - timerefreshing-bug fixed and slightly enhanced
 - minimal fieldwidth and minimal fieldheight was exchanged in requester; fixed
 - custom menu added

1.10 MineClone .- Install

Copy the font into the Fonts: directory and the library into the Libs: directory.
