

Luffar

COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Luffar

1.1 Luffar

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                                                    Luffar V2.03
          ~~~~~
A TCP/IP noughts and crosses game. Uses graphics
          by
Fredrik Söderberg
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1.2 Introduction

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Introduction
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This is a game you want to play :)
A Noughts and Crosses game. 5 in a row. X in a row... whatever :)
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Note, this version is absolutely NOT in any way compatible with old versions!!!

1.3 Disclaimer

Disclaimer

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The program is Freeware, so do you want with it (almost), but

YOU ARE USING THIS PROGRAM ENTIRELY AT YOUR OWN RISK ! THE AUTHOR CAN NOT BE MADE LIABLE FOR ANY HARM THIS SOFTWARE IS MAKING TO YOUR SOFT- OR HARDWARE !

If you change something in the source to the better? tell me!  
I believe that if anyone likes, uses or does something else with this program, I will be told. That would be the right thing to do.  
If you put this on a CD or review it or something like that, I would also like to know.

### 1.4 Requirements

Requirements

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You will need the following things to run the program:

- Kickstart 2.04 or newer
- A TCP/IP stack

1.5 Installation

Installation

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Just see to it that you have Luffar and the gfx dir in the same place.

### 1.6 Usage

How to use it

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I have made some scripts for AmIRC now. If you install them it will be quite easy to start Luffar.

otherwise

To run it:

on the serverside, run Luffar S P=port T=Tiles W=Wins in a row Nick=Nick.

on the clientside, tun Luffar H=serverhost P=port Nick=Nickey.

For example:

If using all default values...

On server amiga:

Luffar S Nick=Guy1 ; planesize 18x18 and 5 in row to win. (default)

On other amiga:

Luffar guy1.host.com Nick=Guy2

To use your own values:

Luffar S P=2345 T=18 W=5 Nick=nick ; will be as default values...

Luffar H=server.host.com P=2345 Nick=nick ; like default

To open on a pubscreen:

Add Pub=AmIRC on the argument line.

Example: Luffar server.host.com Pub=AmIRC

To check what the screens are named, go to MUI->Settings->System.

Or use some other Screeninfo program...

1.7 Contacting the Author

Contacting the Author

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If you want my snail address, email me.

Because internet is full of idiots (I know), I don't like to advertise it.

If you need my snail-mail, email me.

Email: [mcdrill@hem.passagen.se](mailto:mcdrill@hem.passagen.se)

URL: <http://hem.passagen.se/mcdrill/Luffar.html>

## 1.8 History

History

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20-Mar-99 V2.03

o Some minor things... Aminet upload.

17-Mar-99 V2.02

o Had some problems with MiamiDX. It seems it was MiamiDX fault.

This realease won't work with MiamiDX...yet.

o Remade the No Graphics version to be compatible with this one.

And put it in the same archive.

o Other minor fixes. Won't draw your cps down now...

13-Mar-99 V2.01

o ReMade the transfer method again :) = incompatible with old versions.

This should be the last time though. Now I got a nice protocol :)

o Chat gadgets now implemented.

07-Mar-99 V2.0

- o Got some new energy so I'll start working on it again maybe :)
 - o Rewrote the TCP/IP transfer from ascii to binary.
 - o Removed a "bug". Never Trust TCP/IP :) This was a transfer bug, so If you had problems, try this out.
- Note, this version is absolutely NOT in any way compatible with old versions!!!

- o '-' in nick was bad... now fixed.

10-Dec-98 V1.31

- o Oh, a bug that could sometimes plot a X/O when you dragged the window.
- o Accidentally also had the 1.3 date to 12-Dec.. hm, was tired :)

08-Dec-98 V1.3

- o Added graphics. Though this made it non-scalable. You can not resize the window now.
- o Removed a bug I accidentally put in 1.2. You couldn't click in column 0 or row 0.

22-Nov-98 V1.2

- o Added a Nick option (required!) for the saving. Now the "score" is saved in the file Luffar.stat. It is "ascii" so it is readable. However, please do not manipulate it. If you do it wrong things can get ... not so good.
- o Removed a bug, that might have been in 1.1 don't remember :) You could sometimes put a cross in the dragbar.
- o You no longer have to start the program again if you want to play again. Added an EasyReq requester asking if you want to play again.
- o Removed another "bug" in the Plotting function.
(o The source is now more "modulated" in seperate files)

14-Nov-98 V1.1

- o Made it ReadArgs() instead. That is standard AmigaDOS argument handling.
- o Let the user close the window on wins/loss.
- o PubScreen to open the window on via 'Pub=PubScreen Name' switch
- o Default values: Port=666, Tiles=20, Wins=5.
- o Latest brick laid is shown in white.
- o Bugs in the zone and checkwinner routines removed.
One that COULD be fatal if you were unlucky.

13-Nov-98 I think I made it thruh this day :)

12-Nov-98 V1.0b

- o Change color.

10-Nov-98 V1.0B

- o Configurable number of squares and number of squares in a row to win.
 - o Better zone-handling.
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07-Nov-98 Initial release. V0.99B :)

1.9 Bugs

Bugs

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There might be bugs, so running segtracker and enforcer or simular and MCP could be a good idea.

If you find any bugs you can report them to me.

If you get an enforcer hit, please send me a copy of the output.

Email: mcdrill@hem.passagen.se

## 1.10 Future

Future

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If you would like to see something in the next? release, tell me.

email: mcdrill@hem.passagen.se

1.11 Thanks to

Thanks guys

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The current graphics were made by jpv, whatever his name is :)

Many thanks to Chip-PwL and krywes too.

And some others who I have been abusing with questions :)