BattleDuel

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BattleDuel V1.6

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1. Introduction

2. Windows

3. Tips & Tricks

1.2 Motivation

1.1 Motivation

================

We got the idea for BattleDuel when we played 'Artillery Duel' on the C-64.
After some hours of playing we got annoyed by some small bugs and other
insufficincies. Soon we agreed to program an Amiga version.
There are already some games of this type on the Amiga but they mostly lack
good graphics and game play. We wanted the game to be very near to the
orginal. Furthermore we (and others) got many ideas about improvements and
options that had to be build in :-)
Have fun with BattleDuel...

1.3 Features

1.2 Features

==============

BattleDuel

· can be played with up to 4 players

· offers computer opponents with selectable difficulty

· has 5 play modes: normal duel-mode, 2 tournament-modes, conquer mode and a

training mode

· has a network mode: games with nullmodem, modem, parnet/pronet and TCP/IP

are possible

· is programmed completely (hm, nearly) system friendly

· is multitasking friendly

· adjusts to AGA automatically (only 1 program)

· has nice graphics and sound-effects

· has a nice gadtools interface

· works with the Amiga-emulator UAE (Ubiquitous Amiga Emulator)

1.4   Ubiquitous Amiga Emulator

UAE (Ubiquitous Amiga Emulator) is an Amiga emulator. It was developed by

Berndt Schmidt and others to provide the possibility to use Amiga programs

with other computers (PC, SGI Indy, Suns, DEC Alpha). For more information

have a look at the UAE homepage:

http://www.schokola.de/~stepan/uae/

1.5   AGA Copper

The only exception is the copperlist which is used by the AGA-version.

1.6   Requirements

1.3 Requirements

==================

To play BattleDuel you need:

· Kickstart2.04 or better

· at least 1 MByte chip memory

1.7   BattleDuel im WorldWideWeb

1.4 BattleDuel Online

======================

There are two places on the WWW where you can get the latest news about

BattleDuel:

http://www.cyberwar.com/~zool/BD.html (english)

and

http://www.ws-haltern.com/BattleDuel/ (german)

Futhermore you can find background informations about the development of

BattleDuel, comments of BattleDuel fans, screenshots, updates, etc.

1.8 Control Panel

2.1 Control Panel

==================

With this window you can control the complete program. The Help-key shows you

the online help. The escape-key is used to close (cancel) a window, the

return key is used to confirm a window (ok). If you want to save the window

position on a publicscreen, you just have to save the preferences.

If you want to abort a running game, click on the Game-Menu-gadget.

Gadgets for program control:

Quit Quit the program

Recalculate Calculate a new landscape

Game Menu Game Menu Window

Player Menu Player Menu Window

Preferences Preferences Window

Highscore Highscore Window

Network Network Window

About About Window

Gadgets for cannon control:

Weapon Change the weapon

Barrel Change the angle

Powder Change the amount of powder used

Move Change the cannon position

Information gadgets:

Victories Number of victories

Damage How much damage have you suffered?

The colored display (green -> yellow -> red) shows the damage of the weapon,

the blue display shows the energy stock.

You can control the cannons with the keyboard (numeric block) too:

Weapon: keys - and +

Barrel: keys 7 and 9

Powder: keys 4 and 6

Move: keys 1 and 3

Fire: Enter

In addition you can control the cannons with a gamepad:

Weapon: green and yellow keys

Barrel: joystick up and down

Powder: joystick left and right

Move: forward and reverse keys

Fire: red key

With the blue button (resp. shift key) you can activate the "fast mode", i.e.

if you hold down the blue button and change the angle of the barrel, the

angle will change quicker.

1.9   Quit the program

With this gadget you can quit the program.

1.10   Recalculate

With this gadget you can calculate a new landscape. It is activated only if a
new duel is started and no player has fired yet. So you have the possibility
to change an "unfair" landscape.

1.11   Change the weapon

The window with the weapon selection is opened with the right mousebutton!
Now you can change the actual weapon (click with left mousebutton on the
appropriate gadget) or close the window with the right mousebutton. Right
beside the weapon the amount of energie the weapon uses is shown.
Every cannon has an energie stock of 100 points. For every used weapon points
are taken off this stock, until the amount of energy isn't sufficient
anymore. Then the only possible weapon is "Air Raid". All damages that are
repaired automatically (barrel, powder, move and anemometer) require one
energy point, too.
There are five different weapons:
· Normal Shot:
This is the normal cannonball.
· Parachute:
This cannonball has a parachute, which opens if the cannonball falls down.
Because of the parachute, it is very wind sensitive.
· Energy Flash:
With this weapon one can reduce the energy stock of the opponent. It works,
if one hits the basis, too, but only with a reduced effect.
· Rocket:
This is a rocket, which automatically aims for the opponents cannon.
· Air Raid:
After a radio message is sent, a bomber flies into the screen. The bomb is
dropped after a click on the "FIRE" gadget. The special on this weapon is,
that it uses two rounds (1. round: radio message, 2. round: bomber flies).
This weapon uses no energy. Because of this, it is the only weapon which
is useable after the energy stock is used up.
The cannon can be repaired with "Repair".

This table shows all weapons, the appropriate costs and the caused damages:

Damage (Cannon) Damage (Basis)

Weapon | Costs | Min | Max | Min | Max |

Normal Shot | 5 | 1 | 50 | - | - |

Parachute | 10 | 40 | 100 | - | - |

Energy Flash | 20 | 30 | 50 | 5 | 10 |

Rocket | 40 | 25 | 100 | - | - |

Bomber | 0 | 25 | 100 | - | - |

Repair | 40 | 20 | 50 | - | - |

The 'damage' of an "Energy Flash" corresponds to the amount of energy that is subtracted of the opponents energy stock, the 'damage' of "Repair" corresponds to the amount of damages that are repaired (in procent).

1.12   Barrel

With this slider gadget you can change the angle of the barrel. The allowed range is 0 to 90°.

1.13   Powder

With this slider gadget you can change the amount of powder. The allowed range is 1 to 200 (1 means 'very feeble', 200 means 'very strong').

1.14   Move

With this slider gadget you can change the position of the cannon.

1.15   Victories

In this gadget the number of victories of the actual game are displayed.

1.16   Damage

In this gadget the damage status of the cannon is shown (0 means 'no damage', 100 means 'write-off'). Furthermore you can see the damage on the colored display.
The cannon can be damaged in four ways. These are displayed right to the corresponding gadget. Green means all is working well, yellow means there are light damages and red means there are heavy damages. If the windgauge is hit,

the wind for the next shoot is unknown (the display says "??" instead). If the barrel is hit you can only move it in 3 degree steps, the same holds for the powder. If you hit the basis you can move the cannon only in a small range. If a damaged part of the cannon is hit again, the damage goes from light to heavy, which means that the part is unuseable for the next shoot. All damages are repaired automatically.

1.17   Game Menu

2.2 Game Menu

===============

In this window you can change the settings for the games.

Gadgets

Player1-4 Player

Game Mode Type of game

# of Players Number of players

Game Level Difficulty of the game

Weapons Weapon selection

Game Mode Options Special settings

Load Settings Load other settings

Save Settings Save current settings

Reset Reset the settings

Cancel Don't change the settings

Start Game Use settings and start the game

1.18   Player

With these 4 gadgets you can change the players for the games. It is possible to use 2, 3 or 4 players (dependent on the game-mode). To select a player you first have to select him from the list (Available Players) then you click on one of the activated player-gadgets (e.g. Player2). You have to fill in the selected number of players or the game won't start. If there are not enough human players you can fill up the rest with computer players.

1.19   Type of game

You can select between 4 game modes:

1) Duel Mode:

normal mode, 2 players

2) Tournament Mode:

tournament mode, 3 or 4 players (dependent on tournament mode)

3) Training Mode:

training mode, 2 players

4) Conquer Mode

conquer mode, 2 players

The goal is to conquer the opponents castle. The distance between the two

castles is Conquer Width*2 (represented with blazons). If a player wins a

duel, he gets a blazon from his opponents, if he loses, he has to give it

back. The player who first reaches the castle of the opponent has won.

For more options see Game Mode Options !

1.20   Number of players

With this gadget you can select the number of players for the tournament-mode
"Each vs Each".

1.21   Difficulty of the game

You can select between 3 difficulty levels: Easy, Medium and Hard.

The only difference for now is the maximum strength and the maximum change of

the wind speed. This can change in the future.

1.22   Weapon selection

You can select between two modes: "Original" and "Enhanced". "Original"

corresponds to the game principle of all previous BattleDuel versions, i.e.

there is only one weapon (the normal cannonball). "Enhanded" gives you the

possibility to use all of the new weapons.

1.23   Load other settings

A settings file (with players, game mode, game mode options, ...) is loaded

from the settings directory. The file 'Default.set' is loaded everytime

BattleDuel is started. If you want to save the current settings as "default"

you must use this name!

1.24   Save current settings

A settings file (with players, game mode, game mode options, ...) is saved to

the settings directory. You don't have to enter the extension ".set"; it is

appended automatically.

1.25 Reset the settings

The settings for players, game mode and number of players is reset to default values.

1.26 Don't change the settings

The new settings are not used and the window is closed.

1.27 Use settings and start the game

The settings are used and the game is started.

1.28 Special settings

2.3 Game Mode Options

========================

In this window you can change the settings for the current game mode (all other settings are not changeable!).

Duel Options

Best of x Duels How many duels?

Unlimited # of Duels Unlimited number of duels?

Who starts Which player starts the next duel?

Training Options

Wind Wind?

Max Wind Maximum wind speed

Max Change Maximum change of the wind speed

Show Flight Path Show the flight path?

Tourmament Options

Mode Tournament mode

Conquer Options

Conquer Width Distance between castles

Misc Options

Dynamic Wind Dynamic wind?

Wind Change Maximum wind change

Cannon Fail Failure of cannon possible?

Probability Probability for cannon failure

No Full Hits No full hits possible?

Use Use current settings

Cancel Don't change the settings

1.29   How many duels?

Here you can enter the maximum number of duels. This value is only an upper
bound, you certainly can quit the game earlier. The allowed range is 1..99.

1.30   Unlimited number of duels?

If you don't know how many duels you want to play, simply activate this
gadget. You then really can play an unlimited number of duels, but you should
quit the game after 10 hours :-)

1.31   Which player starts the next duel?

With this gadget you can select if the loser, the winner or a random
player starts the next duel (for the first duel a randomly selected player
is used).

1.32   Wind?

With this gagdet you can select between wind and no wind.

1.33   Maximum wind

Here you can enter the maximum wind speed. The allowed range is 1..20.

1.34   Maximum change of the wind

Here you can enter the maximum change of the wind strength. The allowed range
is 1..10.

1.35   Show the flight path?

The flight path of the cannonball with the current settings is shown (and
erased). This option is particularly useful for beginners to learn the game.
(If your computer is slow you won't have much fun with this option, because a
lot of calculation is necessary!)

1.36   Tournament mode

K.O. System

Only the winner of a duel advances one round (there are 3 duels: 2 half
finals and one final). This mode is only possible with 4 players!

Each vs Each

Each player has to play against each other, i.e. with 3 players there are 3
duels and with 4 player there are 6. The player with the most victories is
the winner.

1.37   Distance between castles

Here you can change the distance between the two castles. The distance is
always doubled, i.e. 3 means 6 fields and 5 means 10 fields.

1.38   Dynamic Wind

Dynamic wind means that the wind changes while the cannonball is flying. This
causes the flight path to be less predictable.

1.39   Maximum wind change

With this gadget you can select the maximum change of the dynamic wind. The
allowed range is 1 to 30.

1.40   Fail of cannon possible?

With this gadget you can select, wether you want to have cannon failures or
not. A cannon failures always happens at random. If your cannon fails, the
cannonball has not as much power as normally. It is possible that you hit
yourself if the wind is strong enough :-)

1.41   Probability for cannon fail

You can select the probability for a cannon failure. The allowed range is
1..20%.

1.42   No full hits possible?

If you activate this gadget then full hits (i.e. 100%) are not longer
possible. The maximum damage per hit now is 75%.

1.43   Use current settings

The settings are used and the window is closed.

1.44   Don't change the settings

The settings are not used and the window is closed.

1.45   Player Menu

2.4 Player Menu

=================

Within this window you can enter new players, remove old ones, change the

skill level for computer players and change the player names. Furthermore you

can view the actual statistics for every player.

Active Players

In this list all players are shown. It contains the following columns:

Typ : C for computer, H for human players

Location : L for local players, N for network players

Skill Level : E for Easy, M for Medium, H for Hard

- for human players

Name : Name of player

Player statistics

Duels : Number of duels

Victories : Number of victories

Total Shots : Number of shots

Total Hits : Number of hits

Total Hit % : Percentage (Number of hits per 100 shots)

Skill Level : Skill level (only for computer players)

Score : Total of all scores

Average Score : Average of all scores

Hit % Analysis : Figure of the Hit % of the last 50 duels:

the higher the value, the better

the red line shows the mean value (corresponds to Total

Hit %)

Rank : Actual rank

Gadgets

Add Enter new player

Remove Remove player

Edit Change values of player

Reset Values Reset the player statistics

1.46   Enter new player

You can enter the name, the type and the skill level of a player. Every name
can appear only once. If you enter a name that already is present you have to
enter a different one. In the most cases you will select 'Human' for the type
of a player, because the computer players are only the opponents and can not
be played by humans. The skill level is only for computer players. The higher
it is, the better the computer will play.

1.47   Remove player

You have to select the player you want to remove from the player list. After
a security request it is deleted and gone forever.

1.48   Change values of player

You can change the name of a human player afterwards. In addition to this you
can change the skill level of computer players. For the values see
Enter new player .

1.49   Reset the player statistics

After a security request all values of the player statistics are reset to 0.

1.50   Preferences

2.5 Preferences
=================
Gadgets
Graphic Prefs Graphic Preferences
Sound Prefs Sound Preferences
Network Prefs Network Preferences
Screen Prefs Screen Preferences
Misc Prefs Misc Preferences
Save Save settings
Use Use settings

1.51 Graphic Preferences

Trees

Shall trees be drawn in the landscape?

Flag Animation

Shall the flag move? If not, only after the wind changes a new picture is

drawn (on a slow computer (e.g. A500) it is better to turn off the animation,

because it uses to much calculation time and the whole game runs very slow).

Shake Screen

Shall the screen shake when hit (or a miss strikes in the near vicinity of

the cannon)?

Balloon

Here can switch the balloon on or off.

Rabbit

Here can switch the rabbit on or off.

Soldiers

Here can switch the soldiers on or off.

Landscape

With this slider gadget you can select the appearance of the landscape.

'Flat' means a really flat landscape, while 'Rough' means a mountainous

landscape. (This setting is first used when a new landscape is generated).

Ground Draw

With this slider you can select the speed with which the landscape and the

trees are drawn. (Some people like it, if the landscape is drawn slowly, like

it was on the C-64 :-) [If the slider is on the right the landscape is drawn

as fast as possible, without a delay]).

Shoot Speed

Here you can change the speed of the weapons (don't make it too slow, because

it then looks very unrealistic).

Background Directory

The directory in which the backgrounds are. Only change this if you know what

you do! New or changed backgrounds can be saved into this directory. After a

new start of the game they are used too.

Background Load

In which order shall the landscapes be loaded? 'Random Order' means at random

while 'In Order' means one after the other.

1.52   Sound Preferences

Game Music

Turn the 'Game Music' on or off.

Highscore Music

The 'Highscore Music' is played only if a new player gets into the highscore

list.

Sound FX

The 'Sound FX' are all used while you play a game.

1.53   Network Preferences

Nullmodem:

Device

You can select the device which should be used. The default is serial.device

and works on every Amiga (other successfully tested devices are

BaudBandit.device and artser.device).

Unit

Here you can select the unit that should be used.

Baud

You can change the baudrate to the following values:

300,600,1200,2400,4800,7200,9600,19200,38400,57600,115200

Transfer Mode

Here you can select between a normal and a high speed mode. The difference is

that if you select "High Speed" no checksums are calculated and therefore the

amount of data is much smaller. If you encounter any problems with the

nullmodem connection you should set this gadget to "Normal".

Important: the setting must be equal on both computers!

Modem:

Device

see Nullmodem

Unit

see Nullmodem

Baud

see Nullmodem

Init

This string is used to initialize the modem. Sometimes it has to be changed.

Dial

This string is used to dial a number. Sometimes is has to be changed.

Hangup

This string is used to hang up. Sometimes is has to be changed.

Phone#1-4

Here you can enter four telephon number from which you can select one in the

network window.

TCP/IP:

AmiTCP/AS225

Here you can switch between AmiTCP and AS225.

Host#1-4

Here you can enter four hosts from wich you can select one in the network

window. It is possible to use both addresses (like a3000.nowhere.else) and IP

numbers!

Parnet:

Local Path

Here you can enter the local path where BattleDuel will create the files that

are needed for a Parnet/Pronet connection.

Remote Path

Here you can enter the remote path where BattleDuel will create the files that

are needed for a Parnet/Pronet connection.

Type

If you want to establish a connection, one computer has to be the server and

the other one the client! This is very important and should be checked first.

RTS/CTS

With this gadget you can select between hardware- and software-handshake.

Normally you should enable this gadget, but if you have problems with a

connection you can disable it.

Timeout

Here you can enter the amount of seconds after which a timeout is detected.

If there are timeouts while you are doing a network game, it is recommendable

to increase this value.

1.54 Screen Preferences

Screenmode:

Select

Here you can select a new screenmode. If you don't have version 38 or

higher of Asl.Library you have to change the value within the icon

(see Tooltypes).

Height

You can change the height of the screen between 400 and 512 pixels.

Borderblank

Here you can select, wether you want a black border around the screen or

not.

PublicScreen:

PublicScreen

If you want to play BattleDuel in a window on a publicscreen (e.g.

Workbench) you have to activate this gadget. This only works with

Kickstart >= 3.0 and only if the publicscreen has enough free colors (we

recommend to use a screenmode with at least 128 colors).

Name

Here you can enter the name of the publicscreen.

1.55 Misc Preferences

Enable Gamepad

Here you can activate the gamepad control. The gamepad has to be connected to

the second joystick port, because you the need the mouse to control the

other functions of the program.

Attention: please activate this option only if you use a gamepad. Some users

experienced problems if this option was activated and no gamepad was

connected!

Use OwnDevUnit.library

Here you can select, if BattleDuel should use the OwnDevUnit.library when it

tries to allocate the serial port (network mode).

1.56 Save settings

The actual settings are saved into the file 'BattleDuel.prefs'.

1.57 Use settings

The actual settings are used but not saved.

1.58 Highscore

2.6 Highscore

===============

In this window you can see the Top Hundred of BattleDuel players. Only human

players appear in this list. The list is sorted according to the 'Average

Score', i.e. the average score for one game (score / number of duels). Only

highscores for games with at least 3 duels are inserted!

The score is calculated in the following way:

damage * hits / shots * 100 * (1.01 - shots / 100) + bonus

The bonus (only for the winner) is dependent on the game level:

1000 for easy, 2500 for medium and 5000 for hard

If the enhanced weapon mode is used, the remaining energy points are

multiplied by 10 and added to the score. In addition there is a game bonus,

which depends on the settings in the Game Mode Options and Graphic Prefs; the

higher the difficulty the higher the score. If an enemy balloon is shot down

one gets 1000 bonus points, if a balloon of the own side is downed, 10% of

the score are taken off.

The highscore list is saved automatically after every change. The CLR-gadget

clears (after a security request) the whole list!

With the "Up" and "Down" gadgets it is possible to walk through the list (the

cursor keys do the same).

1.59   Network

2.7 Network

=============

If you want to play BattleDuel over a network you need 2 Amigas that are

connected with a nullmodem-cable, modem, Parnet/Pronet or TCP/IP. To

establish a connection you have to select the 'Network'-Gadget on both

computers. In the next window you then can select the type of connection you

want.

Nullmodem Connection with a nullmodem

Modem Connection with a modem

TCP/IP Connection with TCP/IP

Parnet Connection with Parnet/Pronet

Now you have to select the 'Connect'-gadget. Both programs try to establish

the connection. If all works well the message 'Connection established' is

shown, if not, please check the network preferences.

Important: You should check the network preferences before you try to establish

a connection (especially the Server/Client-gadget) because otherwise big

problems are possible.

If you now want to start a network game you have to select at least one local

player (L) and one network player (N). After this the network game is the

same as a normal game.

Differences to a normal game:

· one computer is the server the other one the client

· only the server can change the settings for duels (players, ...) and can

start/cancel the game

· no players can be added or removed

· to cut the connection one program has to be quit

· after a duel the client can only select the gadget ('Next Duel' or 'End Game')

which was selected by the server

· the client can't change the settings for Trees and Landscape in the Graphic

Prefs

· it is possible to define 10 messages (with SHIFT+F1 to SHIFT+F10) and to

send them (with F1 to F10)

· if you press the space key a window opens, within you can enter a message

and send it (Return-key)

· with the 'C' key you can activate the chat mode, where both players can talk

to each other

· received messages start with "R:", sent messages with "S:"

· the last five messages that were sent and received can be shown with the

scroll gadget right beside the status bar (hold down the mousebutton while

you are scrolling)

· the balloon is not present

· the bomber is started on one computer after the bomb has been dropped on

the other computer ("Waiting for bomber")

1.60   Connection with a nullmodem

If you want a connection with a nullmodem you need a normal nullmodem-cable.

You shouldn't set the baudrate higher than 19200 if you use a slower Amiga

(e.g. A500). The default value of 9600 should be sufficient.

1.61   Connection with a modem

The modem of the client is set to the autoanswer mode, that means that the

server calls the client. It is therefore important to start the client

earlier.

1.62   Connection with TCP/IP

To connect with TPC/IP you have to start AmiTCP or AS225 before you start

BattleDuel. You can add the following entry to AmiTCP:db/services resp.

Inet:db/services:

battleduel 3000/tcp

The number 3000 was choosen at will, so it is possible to change this

number on both computers. If this entry isn't found, the default value

3000 is used. It is important to start the server before the client!

1.63   Connection with Parnet/Pronet

You first have to start Parnet or Pronet, so that you are able to access

devices on the other computer. Now you may have to change the local and

remote path in the network prefs.

Important:

Assume we call the first computer "A" and the second one "B". Now the local

path on A must correspond to the remote path on B and the local path on B

must correspond to the remote path on A. An example (using Parnet, the

network device is called "NET:"):

Computer: A B

Local Path: "DH0:" "DF1:"

Remote Path: "NET:DF1/" "NET:DH0/"

In the case you are using Pronet the remote paths probably look more like

"NDF1:" and "NDH0:".

We recommend to use the ramdisk (RAM:) to improve the speed.

BattleDuel will open two files called "BattleDuel.read" and

"BattleDuel.write" in the local path on both computers. Be sure not to delete

them or nasty things may happen!

Note: this mode should work with other types of networks (e.g. "Network File

System"), but this was not tested! Please contact us if you try other

possibilities with success.

1.64   About

2.8 About BattleDuel

=====================

In this window informations about BattleDuel are shown. If you are a

registered user, all information from the keyfile is shown too.

1.65   Speed

3.1 Speed

===========

BattleDuel is too slow on your computer? The first thing you should try, is

to turn off some of the animations (flag, balloon, rabbit, soldiers), because

they might use too much calculation time. If this doesn't work you should

control the following settings:

Problem: the landscape is drawn too slowly

Help: change the Ground Draw in the Graphic Prefs to 'fast'

Problem: the cannonball flys to slowly

Abhilfe: change the Shoot Speed in the Graphic Prefs to 'fast'

In both cases the dual case holds, i.e. if the cannonball flys to fast you

should change the Shoot Speed to 'slow'.

1.66   Memory

3.2 Memory

===========

BattleDuel needs at least 1 MByte chip memory! The sound module is now

located in fast memory to reduce the chip memory usage.

1.67   graphic_boards

3.3 GraphicBoards

==================

Of course you can direct the BattleDuel screen onto a graphicboard. This was

successfully tested with a lot of graphicboards! The only disadvantage is

that all graphicboards (until now) don't have a copper emulation, i.e. the

generated copperlists of the program are not displayed. Because of this the

sky, the energy and damage display consist of only one color and therefore

they don't look that good. If you own an ECS Amiga the tooltype

(see Tooltypes) DISPLAY_TYPE should be set to AGA!

1.68   Tooltypes

3.4 Tooltypes

==============

The following tooltypes are supported by BattleDuel:

· DISPLAY_TYPE

This tooltype is only for users of ECS Amigas with graphicboards. If you

own a computer with this configuration you should set this value to AGA.

· DISPLAY_ID

The hexadecimal value of the DisplayID. If you want to change the screen-

mode you have to select a new on in the Screen Prefs. The new screenmode

is used if you restart the game.

Recommended values: 0x19004 for NTSC, 0x29004 for PAL (ECS)

0x99004 for NTSC, 0xa9004 for PAL (AGA)

1.69   why_register

4.1 Why register?

====================

The following functions are disabled in the unregistered version of

BattleDuel:

· you can't play a tournament

· the highscores are not saved

Why are these functions disabled? Well, we worked on BattleDuel for over two

years and we want to improve BattleDuel in the future. With your registration

you help us with this plan. Furthermore you can get all updates for free

(see Updates).

1.70   registration

4.2 Registration

==================

If you want to register for BattleDuel you have to fill out the registration

formular and send it with the registration fee to one of the authors. You

then get two disks with the newest version of BattleDuel (with some

additional backgrounds) and your keyfile as soon as possible.

If you want to print the formular right now, please turn on your printer and

click onto the following button: Print formular .

1.71   Updates

4.3 Updates

=============

First of all: updates are free! I.e. if you have registered then all new

versions of BattleDuel will work with your keyfile.

We will try to spread out updates as fast and as wide as possible (e.g. per

Aminet or Fred Fish). If you don't have access to this (e.g. per CD-ROM or

ftp) you can send two disks with a sufficiend stamped envelope (3,- DM for

germany) to one of the authors. You then get the newest version of BattleDuel

for free. (But please don't expect that we finish a new version every day

:-).

If you want, we can send you the update per email.

Updates can be found on the following WWW-servers:

http://wuarchive.wustl.edu & mirrors (Aminet)

http://www.jumbo.com

http://www.shareware.com

1.72 Keyfile

4.4 Keyfile

=============

If you have registered you get a keyfile that activates all disabled

functions. The keyfile should be located in the same directory as BattleDuel

but you can copy it to the S: or DEVS: directory! BattleDuel supports the

environment variable KEYPATH, i.e. if you have a directory where you collect

your keyfiles, you can copy the BattleDuel keyfile there, too.

The keyfile contains the following informations:

· number of registration

· date of registration

· name and address

It is strictly forbidden to give the keyfile to other people!

1.73 History

5.1 Development

=================

Version 1.00

Version 1.01

Version 1.02

Version 1.03

Version 1.4.80

Version 1.5.42

Version 1.6.80

Version 1.6.96

Version 1.6.100

1.74   History Version 1.00 (5.4.94)

This is the first official version of BattleDuel!

1.75   History Version 1.01 (21.4.95)

Changes:

· Installation: PowerPacker.library is no longer needed

· Highscore: only highscores for games with at least 3 duels are inserted

· AGA-Copperlist: better support for borderblank, highres-sprites, ...

· Speed of ground draw at maximum setting improved

1.76   History Version 1.02 (1.5.95)

Changes:

· Statistics: if a duel was quit the statistics sometimes were wrong

· Screen: autoscroll works now (for NTSC)

1.77   History Version 1.03 (4.5.95)

Changes:

· Screenmode requester for easier use of graphicboards

· Tooltype DISPLAY_TYPE to allow the use of the AGA version on ECS

computers with graphicboards (tested with PicassoII and Piccolo)

1.78   History Version 1.4.80 (27.4.96)

Changes:

· base with windgauge added

· four different damages for the cannon are possible

· network mode: supports nullmodem, modem and TCP/IP

· dynamic wind

· the highscore is saved with date and time

1.79   History Version 1.5.42 (2.8.96)

Changes:

· background animations: balloon, rabbit, soldiers

· variable screen height

· support for publicscreens: BattleDuel in a window

· new game mode: conquer mode

· support for AS225

· improved network protocol

· keyboard control for cannons

1.80   History Version 1.6.80 (1.3.97)

Changes:

· four new weapons: parachute, energy flash, rocket, bomber

· cannons can be repaired

· new backgrounds: desert and winter

· different copperlists

· new animations: camel, weapons

· optimised nullmodem and modem network modes

· Parnet/Pronet network mode

· stronger computer opponents

· enhanced keyboard control

· highscore contains now 100 entries

· sound module is located in fast-memory (less chip-memory usage)

· BD: assign is not necessary anymore

· support for environment variable KEYPATH

· some cheats and gags

1.81   History Version 1.6.96 (11.5.97)

Changes:

· bomber now works correct in network mode

· possible sync-error with parachute solved

· improved recognition of error correction (modem)

· window position is saved (publicscreen)

· support for OwnDevUnit.library

· it was not possible to deactivate the "Shakescreen" option

· the game can be controlled with a gamepad

· new highscore window

· several small bugs were removed

1.82   History Version 1.6.100 (1.6.97)

Changes:

· gamepad control was always activated

· optical problems on the weapon window were removed

1.83 future

5.2 Future

============

Possible extensions:

· different types of cannons

· more weapons

· separate server for TCP/IP to enable network play with more than two

computers

Suggestions, hints, etc. are welcome...

1.84 authors

6.1 Authors

============

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1.85 thanks

6.2 Thanks to

===============

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Simon Stelling and Eric Wick for many tips and comments

· WebService Haltern (http://www.ws-haltern.com) for providing the webspace

for the german homepage

· all registered users of BattleDuel

No thanks to

==============

· diGiTAL cORRUPTiON for spreading a cracked version of BattleDuel

1.86 used_programs

6.3 Used Programs

==================

BattleDuel was mainly developed on an A3000 and two A1200.

Futhermore it was tested on the following systems:

· A500 (Kickstart 2.0)

· A1200 (Kickstart 3.0)

· A3000 (Kickstart 2.0 and 3.1)

· A4000 (Kickstart 3.0 and 3.1)

The following programs were used:

· SAS/C V6.57

· CygnusEd

· Enforcer and Mungwall

· DPaint IV

· Brilliance 2.0

· VistaPro 3.0

· Scenery Animator

· Protracker

Installer and Installer project icon

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1.87 licence

6.4 Licence

=============

1. This licence applies to the program BattleDuel, a game published by

Jochen Terstiege, Michael David and Marco Seine. BattleDuel is Shareware!

2. You are allowed to test BattleDuel for 14 days: after that period you

have to register.

3. This archive must not be distributed with the keyfile! Consider that it contains

your name to prevent you from giving it to others.

4. It is not allowed to distribute this program to make profit. A fee for the costs

of distribution (copying the disks, etc.) is permitted if the amount doesn't

exceeds 3,- DM!

5. Changes on any files of the BattleDuel archive are not allowed!

Furthermore the program must be distributed only as a complete archive with

all files!

6. You must stop the distribution of BattleDuel if one of the authors

demands it.

7. Through the use of BattleDuel and/or the distribution you agree

to this licence and all its instructions and conditions.

1.88 warranty

6.5 Warranty

==============

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE

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BattleDuel was tested very intensive. But if you find any bugs you should

contact us. We will try to eliminate them as soon as possible.

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6.6 Copyright

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