

LazyMines

Lorens Younes

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

LazyMines

1.1 LazyMines Documentation

Wellcome to LazyMines!

LazyMines is just another minesweeper game but it is more colorfull than other implementations for Amiga.

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1.2 Copyright Notice

Copyright Notice

LazyMines, LazyMines.info, LazyMines.guide and the Swedish catalog
Copyright © 1994 Lorens Younes.

Install.info and LazyMines.guide.info by Martin Huttenloher (from his wonderful
MagicWB-package).

This program may be freely distributed except for commercial purpose, so long
as the files included are not separated or modified.

If any of the following files are missing, please contact me:

- Install - Installation script
- Install.info - Icon for installation script
- LazyMines - Executable file
- LazyMines.info - Icon for LazyMines (MagicWB style)
- LazyMines.guide - Documentation
- LazyMines.guide.info - Icon for LazyMines.guide
(MagicWB style)
- Catalogs/svenska/lazymines.catalog - Swedish catalog for use with
locale.library
- Catalogs/Instructions - How to translate LazyMines
- Catalogs/lazymines.cd - Catalog description file
- Catalogs/template.ct - Catalog translation file
- misc/palette.ilbm - WB palette for 2.x
- misc/palette3.0 - WB palette for 3.x
- misc/LazyMines.info - Icon for LazyMines (standard WB style)
- misc/LazyMines.guide.info - Icon for LazyMines.guide
(standard WB style)

1.3 System Requirements

System Requirements

LazyMines will run on any Amiga computer with version 2.0 or higher of the OS
(or at least I hope it will). If you have version 2.1 or higher LazyMines will
try to use the language you have selected through Preferences. If you have
version 3.0 or higher LazyMines will try to use lots of colors for the
graphics.

1.4 Installation

Installation

To install LazyMines from scratch or to update an old version just run the
installation script.

If you choose to install the MagicWB style icons without having MagicWB
installed you can still get them look nice. For this purpose you need at least
an 8 color WB and you will have to load the correct color palette into the
Palette Preferences. The palette can be found in the misc dir (one for 2.x and
one for 3.x).

1.5 The Menu

The Menu

Game

- New - Start a new game.
- Novice - Set level to novice and start a new game.
- Amature - Set level to amature and start a new game.
- Expert - Set level to expert and start a new game.
- Fastest Sweepers... - Show the fastest sweepers.
- About... - Show info about program (i.e. version number and author).
- Quit LazyMines - Quit the program (same effect as pressing the closegadget).

Settings

- Warnings - Make it possible to place warnings.
- Auto Mark - If this is selected the game will mark obvious mines automatically.
- Safe Openings - With this active you won't hit a mine on your first move.
- Save Settings - Save the settings (uses tooltypes).

1.6 The Display

Depending on the size of the screen you are opening LazyMines on the display will look different. If the screen is small the timer and the flag counter will be displayed in the title bar of the window, otherwise you will get nice digital counters. The counter to the left is the flag counter and the one to the right is the timer.

1.7 The Game

I don't think there is any need for an thorough explanation - if you haven't played any minesweeper game by now you're probably not interested in playing LazyMines either. All you need to know is this:

Use the left mousebutton to reveal a cell.

Use the right mousebutton to lock an unlocked cell. Pressing the right button over a locked cell will remove the lock (if you have selected Warnings from the Settings menu this will place a warning on that cell instead. Press the right button once more to remove the warning too).

Use both (right and left) mousebuttons to reveal all cells around the cell you clicked on. If you have Auto Mark activated pressing both buttons will also make the game place flags on cells that obviously must be a mine.

1.8 Tooltypes

The following tooltypes are recognized by LazyMines:

PUBSCREEN=<name of public screen>

Use this to open the window on other public screens than the default one (if there is no public screen with the given name, the program will try to open its window on the default public screen).

LEVEL=<Novice | Amature | Expert>

Use this to set the initial level.

WARNINGS, AUTOMARK and SAFEOPEN

These tooltypes are used to activate the menu items in the Settings Menu at startup.

1.9 Version History

Version History

v1.0 (94-04-21) First public release.

v2.0 (94-08-27) LazyMines will now adjust the display so that it will fit on almost any screen.

Added timer and High Scores.

Now with three difficulty levels.

Added Save Settings menuitem in the Settings menu.

Localized LazyMines.

Improved graphics.

v2.1 (94-12-03) Saves ten high scores for each difficulty level.

Now with installation script for Commodore's Installer.

1.10 Plans for the Future

Write more catalogs (if you help me).

Add "online-help".

Add gadget for starting a new game without having to use the menu.

Add optional level.

Let the user select colors for the graphics.

1.11 Troubleshooting

If you get the message "Screen is too small!" when you run LazyMines, you're either using a too big screen font or you're trying to run LazyMines on a too small public screen. LazyMines is guaranteed to open on a 640 x 200 screen with a screen font of resonable size.

If you get a message about opening libraries make sure you've got at least version 37 of the system libraries.

Any other message is probably due to lack of memory. They're not likely to show up.

1.12 Acknowledgements

Acknowledgements

I would like to thank Odd Möller for being a great source of inspiration to me.

1.13 Bug Reports

Bug Reports

If you discover any bugs please let me know. Also if you have any suggestions for improvements or just want to tell me how great this program is, I would appreciate to hear from you.

This is where you can reach me:

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1.14 Localization

LazyMines is localized, so if you have v2.1 or higher of the OS LazyMines will try to use the language you have set in Preferences. If there is no catalog for your language, English will be used as default.

Since I'm not very good at languages I've only written one additional catalog (the Swedish one). However I've included some files so that you easily can make LazyMines support your language too. Read Instructions in the Catalog directory for more information.
