

# **AmiKiss**

Victor Ng-Thow-Hing

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**COLLABORATORS**

	<i>TITLE :</i> AmiKiss		
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**REVISION HISTORY**

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# Chapter 1

## AmiKiss

### 1.1 AmiKiss : Kisekae for the Amiga

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### 1.2 Introduction to AmiKiss

Introduction

Kiss is based on a popular Japanese game called 'Kisekae' that translates to "changing clothes". The game involves manipulating and overlaying items of clothing over the bodies of popular Japanese anime

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characters. This game is not restricted to just changing clothes on people either. Kiss data is available for battleships and mecha too. The data is available at ftp sites, specifically [venice.tcp.com](http://venice.tcp.com) in `/pub/anime-manga/software/KISS/kissdata`.

I decided to write an Amiga version of Kiss after playing briefly with a PC version. It struck me that this would be a nice project for me to learn how to program Bobs and GUIs on my Amiga. It also gave my little cousins something to play with besides violent arcade games.

This program is ShareWare. If you enjoy using AmiKiss, please send \$10 US to my

address

. Any feedback or criticism is welcome

and encouraged. You can reach

me

by e-mail at [victorng@dgp.toronto.edu](mailto:victorng@dgp.toronto.edu).

### Feature List

AmiKiss has several features which distinguishes it from other versions on other platforms. As of September 1994, this is the only Amiga version of Kiss that I know of.

- Dynamic loading of cell data for each set. This saves CHIP ram by only loading in the Cell data of items in the current set.
- Two preset work areas (640x400 and 448x320) to handle KISS data sets made for versions 2.18 and 2.24 (see the Frequently Asked Questions).
- Option provided to disable fixed cell images previously defined in the Kiss configuration file. This allows moving of characters' bodies, titles and undergarments that would normally be immovable.
- Scrollable window areas for Kiss play areas that are larger than the window dimensions.
- Handles a maximum of 128 different items on the screen (limited by CHIP ram).
- Intelligent layering of clothes.
- Multiple palettes of 16 colours and multiple clothing sets supported.
- On-line help.

## 1.3 Author Information

Author Information

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Scarborough, Ontario  
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#### Background:

I am currently a graduate student at the University of Toronto. I'm working in Computer Animation and Computer Graphics. My research interests include biomechanical models for computer animation and motion control for physically-based animation. I also am interested in geometrical models for skin and articulated objects.

Naturally, I am also like watching Anime films once in a while and AmiKiss seemed like a nice project to work on as I learn to program my Amiga 2000. It really is like a non-competitive game and I hope you enjoy it. I think it is about time an Amiga version was written.

## 1.4 Acknowledgments

### Acknowledgments

I would like to thank several people for helping me create Amikiss and this document. Ito Takayuki gave me permission to include his Kiss Frequently-Asked-Question compilation, translation of the Kiss file format and list of available Kiss data in this hypertext document. The routines for parsing Kiss files were derived from code written by ueno@acl.mech.tohoku.ac.jp (sorry I only know the e-mail address) in the code for xkiss, an X-windows version of Kiss.

My gratitude goes to Keith Vaglianti, Tommy Hwang, Roger Straub, Brenten and Tedd Hill for beta-testing and offering suggestions for AmiKiss. Thanks to Jeff and Ann, who helped to playtest AmiKiss and offered me advice on how to improve the enjoyment of playing it.

Routines for creation and deallocation of BOBS and GELS were created through slight modification of the animtools.c example provided by Commodore in the Rom Kernal Reference manuals for Libraries, third edition.

I would also like to thank the programmers out there that have created software to help make the Amiga such an excellent platform and fun computer. They really help to flesh out and give substance to our Amiga. Please support them.

## 1.5 System Requirements

System Requirements:

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- Amiga computer, Workbench version 2.04 or above
- amigaguide.library (version 33 or above) INCLUDED in archive
- Plenty of chip ram (for large Kiss data sets)

## 1.6 Frequently Asked Questions about Kiss

### KISS FREQUENTLY ASKED QUESTIONS

version 0.41 Sep. 2, 1994

compiled by ITO Takayuki <yuki@is.s.u-tokyo.ac.jp>

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Disclaimer

(now compiling)

Acknowledgements

(now compiling)

Special thanks to  
MIO.H (the original developer of Kiss)  
Hitoshi Doi <doi@jrd.dec.com>  
Geir Friestad <geir-f@hsr.no>  
and all the people who participate in Kiss.

Send any questions, comments or suggestions to  
yuki@is.s.u-tokyo.ac.jp

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## 1.7 q1

WHAT IS KISS? WHAT IS "KISEKAE"?

Kisekae is Japanese for "changing clothes". It's a popular play for little girls. They are given "kisekae ningyou (dolls for changing clothes)" and play changing clothes of the dolls. And, girls' manga magazines sometimes provide paper dolls and clothes for kisekae.

Kiss (KISekae Set system) simulates kisekae with paper dolls on your computer. The Kiss system consists of a Kiss program and Kiss data. A Kiss data is the set of pictures. The Kiss program displays the character with several clothes (dress, shirt, socks, shoes, hat etc) and allows you to changing the clothes by manipulating them.

## 1.8 q2

WHAT FILES DO I NEED? HOW CAN I GET KISS DATA?

To play with Kiss you need a Kiss program and Kiss data. Kiss programs are so far available for the following platforms:

file name	platform	conformance(*)
KISS236E.LZH	NEC PC-9801	KISS/GS2?
KISS68D.LZH	Sharp X68000	KISS/GS1?
KSTW236F.LZH	Fujitsu FM-TOWNS	KISS/GS3
KIS236B4.LZH	PC/AT PC-DOS, DOS/V	KISS/GS3
WKISS052.LZH	Microsoft Windows 3.1	KISS/GS4?
KissMac03.lzh	Macintosh	KISS/GS1?
xkis200c.tar.gz	X11R4 or later	KISS/GS4

(\*)Description about KISS/GS is not done yet.

Choose an appropriate one for your computer.

The older version of Kiss for DOS/V did not work on plain PC-DOS (MS-DOS) and you needed a TSR named "japanit" unless you have DOS/V. The latest version, however, should work well not only on DOS/V but on plain DOS. (N.B. It needs over-256-color video card and VESA SVGA BIOS.)

Any other files except above are probably Kiss data files. They often contain such a string like "KISS" or "KS" in their file name.

Kiss programs and data can be obtained from the following place:

venice.tcp.com (128.95.44.29):  
/pub/anime-manga/software/KISS

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## 1.9 q3

WHAT KINDS OF KISS DATA ARE AVAILABLE?

Most

Kiss data

are taken from female characters in anime/manga. If I give you any examples you may be familiar with, there are Sailor senshi, Hime-chan, Ranma-chan, Skuld and so on.

There are many Kiss data whose picture is taken from shoujo manga (comics for girls), which may be unfamiliar to you.

In addition some weird Kiss data appear these days. For example, Mobile Suits, battleships etc.

---

## 1.10 q4

HOW CAN I DEAL WITH THOSE .LZH FILES?

.LZH files are archived with LHA, the most popular archiver in Japan. Now the LHA archiver is available for many platforms such as MS-DOS, UNIX, Macintosh and Amiga. Get the LHA archiver for your computer and extract the .LZH files.

Note that some of .LZH files may contain files whose file name is in Japanese (kana and/or kanji), which would seem to be a sequence of strange characters on systems incapable of Japanese.

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## 1.11 q5

HOW CAN I PLAY?

(now compiling)

When you run the Kiss program, it usually displays the main screen (where the character and clothes are), two rows of buttons numbered from 1 to 10, a Save button and a Quit button. The first row chooses a pattern of clothes out of ten. The second row chooses a palette group.

You can change the clothes by dragging them with the mouse.

The Save button saves the current arrangement of clothes in the configuration file. The Quit button finishes the program.

---

## 1.12 q6

WHY DO I HAVE TROUBLE TO PLAY WITH SOME DATA?

Problem 1:

Since Kiss is originally developed for PC-9801, Kiss for PC-9801 is a reference of other Kiss programs and all Kiss data. Kiss for PC-9801 ver.2.18 and 2.24c have the following limitations respectively:

item	KISS ver 2.24c	KISS ver 2.18
(KISS/GS1)		
Kisekai area	640x400	448x320
Max# of objects	128	48
Max# of cels	128	48

As you realize the table above, Kiss data designed for ver.2.24c may exceed the limitations of ver.2.18. Such data do not work correctly on ver.2.18.

As to Kiss programs for other platforms, most of them conforms to the specification of Kiss for PC-9801 ver.2.24c. However, the older version of Kiss for Windows (KISW020F.LZH) conforms only to ver.2.18. You should throw away it and get the latest version mentioned above.

Problem 2:

Some of large Kiss data require much memory. On MS-DOS they may consume not only conventional memory but expanded (EMS) memory. You have to provide sufficient expanded memory to play with such data.

Problem 3:

Upper/lower cases of file names in the configuration file could be problematic if you use case-sensitive platforms such as UNIX and Macintosh. If cases in the config file do not agree with those of the actual file names, edit the config file or rename the files.

## 1.13 q7

WHAT IS THE FORMAT OF KISS DATA FILES LIKE?

HOW CAN I MODIFY EXISTING DATA OR MAKE MY OWN DATA?

The document about data file format is included in the archive file of Kiss for PC-9801. The

English translation of the document  
is

available in the rec.arts.anime[.info] newsgroup. See the document for details about the file format.

You may need assistance tools to facilitate making Kiss data. There

are some released for Japanese PCs such as PC-9801 and FM-TOWNS, but few for PC-DOS, Macintosh or X window system. There are PCX <=> CEL converters for PC-DOS.

As described in the document the file format is so simple that I hope anyone would make such tools for these platforms.

---

## 1.14 q8

CAN I DISTRIBUTE KISS PROGRAM/DATA?

Distributive conditions are usually stated in the document of the program/data. In general, Kiss programs have no conditions/restrictions about distribution, but Kiss data may have some conditions. Unless you can read the document and follow the conditions,

YOU MUST NOT DISTRIBUTE ANY KISS DATA

on BBSs or anywhere. When you distribute any Kiss data you should not modify the contents of the archive file, except the archive format (e.g. re-archive the files with PKZIP instead of LHA, etc).

The file

kissdata.lst.ver.x.x  
on venice shortly describes

distributive condition of each Kiss data.

---

## 1.15 q9

IS THERE ANY USERS' GROUP ABOUT KISS?

Mr. Hitoshi Doi <doi@jrd.dec.com> kindly created the Kiss Mailing List on the Internet. To subscribe it you can send mail to any of the following addresses:

doi@usagi.jrd.dec.com  
himechan@usagi.jrd.dec.com

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## 1.16 Available Kiss Data

ITO Takayuki's KISSDATA.LST version 2.1

Kiss data (latest versions only)

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file name	size	character	source	d.c.	avail.
11KSNAGO.LZH	42112	Nakoruru	Samurai Spirits	F R A	
18KIN_2.LZH	20268	Shakty Karin	V Gundam	X X	
18_KIN.LZH	17174	Shakty Karin	V Gundam	X X	
AI_KISS.LZH	80596	Kagami Ai	Battle Girl Ai	F R A	
AMIKISS.LZH	26496	Mizuno Ami	Sailor Moon	F R A	
ASUKAKIS.LZH	29920	Sugou Asuka	Cyber Formula	D A	
BOND.LZH	10240	anonymous	original	A A	
CATYKISS.LZH	33692	Catty	Gull Force	F R A	
CBUSKISS.LZH	25984	Chibi-Usa	Sailor Moon	F R A	
CDSYK120.LZH	31744	Daisy	Happy Talk	F R A	
DAISY2.LZH	1292	Daisy	Happy Talk	? A	
GKS_MAKO.LZH	23936	Kino Makoto	Sailor Moon	D R A	
HIMEKISS.LZH	74818	Himeko	Hime-chan no Ribbon	F R A	
KATMKG.LZH	23401	Mikage	Miracle Girls	D R A	
KISSCHIP.LZH	17063	Chip	Carat	A A	
KISSCHUN.LZH	53805	Chun Li	Street Fighter II	A F R A	
KISSCM45.LZH	28499	Hino Rei	Sailor Moon	D A	
KISSHIME.LZH	44667	Himeko	Hime-chan no Ribbon	D R A	
KISSKANA.LZH	19200	Kana	original	D A	
KISSMAKO.LZH	256200	Kino Makoto	Sailor Moon	P U	
KISSMARS.LZH	11513	Hino Rei	Sailor Moon	D A	
KISSMY01.LZH	16512	Cotton	Cotton	D A	
KISSWINB.LZH	19912	Winbee	Winbee	D R A	
KISSYUKO.LZH	20895	Kawai Yuuko	Mizuiro Jidai	D R A	
KISS_ERI.LZH	26602	Erika	Gozaular	? A	
KISS_MAI.LZH	15203	Mai	Magical Emi	D A	
KISS_MYK.LZH	23062	Miyako	original	X X	
KISS_SHA.LZH	29696	Shakty Karin	V Gundam	F R A	
KIS_HARU.LZH	29543	Haruna	original	A A	
KIS_NATU.LZH	52539	Natsumi	original?	A A	
KSCHIP.LZH	7147	Chip	Carat	? A	
KSIBUKI.LZH	12675	Ibuki	Genji Tsuushin Agedama	P F U	
KSKIKUKO.LZH	10979	Kikuko	Might Gain	D R A	
KSMARS2.LZH	12818	Sailor Mars	Sailor Moon	D R A	
KSNAD1E.LZH	78720	Nadia	Nadia	A F A	
KSWAPIKO.LZH	67100	Wapiko	Kingyo Chuuihou	A F A	
KS_AEKA0.LZH	50784	Aeka	Tenchi Muyou	P F U	
KS_HRCHI.LZH	24233	Himeko, Erika	Hime-chan no Ribbon	D R A	
KS_MMKH.LZH	94476	Momoko-hime	???	A F A	
KS_RANMA.LZH	34482	Ranma-chan	Ranma 1/2	A F A	
KS_SAYO.LZH	38182	Okajima Sayori	Sayorina Parallel	A F A	
KS_SS.LZH	18102	anonymous	original	P F U	
KS_SS@.LZH	2516	anonymous	original	P F U	
KUM_K001.LZH	9281	Shin-chan	Crayon Shin-chan	P U	
KYO_KIS2.LZH	10481	Carbancle	???	D A	
K_OTAMA.LZH	14032	Otama-chan	Cattou Ninden Teyandee	D R A	
LITKIS02.LZH	39931	anonymous	original	A F A	
MAMKISS1.LZH	50377	Yuuri, Marybell	Marybell	P A	
MINAKO.LZH	8489	Aino Minako	Sailor Moon	X X	
MOGAMI.LZH	11264	Mogami	battleship	D R A	
MOON1.LZH	19923	Sailor Moon	Sailor Moon	? A	
MOON2.LZH	14129	Sailor Moon	Sailor Moon	? A	
NARUAD.LZH	34560	Oosaka Naru	Sailor Moon	A R A	
NARUEX.LZH	14336	Oosaka Naru	Sailor Moon	A R A	
NARUST.LZH	8832	Oosaka Naru	Sailor Moon	A R A	

```

NORIKO .LZH 14727 Takaya Noriko Top o Nerae! (Gunbuster) ? A
OMAKE .LZH 917 Nukunuku Bannou Bunka Nekomusume ? A
PAWPAW01.LZH 60672 Skuld Aa Megami-sama F R A
PM2_10 .LZH 30720 anonymous Princess Maker 2 ? U
PM2_11 .LZH 32256 anonymous Princess Maker 2 ? U
PM2_12 .LZH 34688 anonymous Princess Maker 2 ? U
PM2_13 .LZH 50560 anonymous Princess Maker 2 ? U
PM2_14 .LZH 52352 anonymous Princess Maker 2 ? U
PM2_15 .LZH 71279 anonymous Princess Maker 2 ? U
PM2_16 .LZH 86198 anonymous Princess Maker 2 ? U
PM2_17 .LZH 80522 anonymous Princess Maker 2 ? U
PONTY .LZH 27062 Ponty original P U
POTEKIS1.LZH 62001 Reiko original P U
POTEKIS2.LZH 74577 anonymous original P U
RAM .LZH 8192 Lum Urusei Yatsura ? A
REI_EX .LZH 25470 Hino Rei Sailor Moon P A
RISA_NIA.LZH 18377 Risa Taiyounoshitadematteru F A
RUMI .LZH 11642 Rumi original ? A
SALLYEZ .LZH 2560 Yoshigana Sally Might Gain D A
SALLYST .LZH 62720 Yoshinaga Sally Might Gaine A A
SAYORI .LZH 21632 Okajima Sayori Sayorina Parallel F A
TOKISS .LZH 21504 Oozora Mirai Moldiver F A
V_KISS .LZH 13089 Sailor Venus Sailor Moon ? A
V_KISS2 .LZH 11225 Sailor Venus Sailor Moon D A
V_KISS3 .LZH 12807 Sailor Venus Sailor Moon D A
V_KISS4 .LZH 6537 Sailor Venus Sailor Moon D A
WAPIKISS.LZH 10368 Wapiko Kingyo Chuuihou F R A
WKS_MOE .LZH 50161 Moe Kyouryuu Wakusei D R A

```

distributive condition

```

X Not distributable
P Prior permission/inquiry required
A Posterior approval/report required
D Distributable without any limitation
F Distributable only on free BBSs
R Report/impression welcomed
? Undocumented

```

availability at [venice.mps.ohio-state.edu](http://venice.mps.ohio-state.edu)

```

A available
U yet unavailable
X never available

```

Take care of original copyright.  
Do not modify the contents of archive files.  
Some data are "differences" or "extension kits" for the previous version.  
e.g. KSMARS2.LZH is an extension kit for KISSMARS.LZH, and KSMARS3.LZH  
(in KISSCM45.LZH) is an extension kit for KISSMARS.LZH + KSMARS2.LZH.

Kiss program

file name	size	machine/OS	version	PC-98 equiv.
KISS .LZH	54683	PC-9801	ver.1	N/A
KISS218 .LZH	56235	PC-9801	ver.2.18	N/A

KISS224C.LZH 31664 PC-9801 ver.2.24c N/A  
KISSV224.LZH 18455 DOS/V ver.2.24c ver.2.24c  
KISMAC02.LZH 18189 Macintosh ver.0.2 ver.2.24c  
KISW020F.LZH 171427 MS-Windows ver.0.20 ver.2.18  
xkiss103.tar.gz X window ver.1.03 ver.2.24c

Send any questions, requests or comments to:

yuki@is.s.u-tokyo.ac.jp  
or KHD02301@niftyserve.or.jp

## 1.17 Kiss File Format

This is a partial translation of KISS224C.DOC, a document included in KISS224C.LZH (Kiss for PC-9801 ver.2.24c)

---

PC-9801  
Kisekae program KISS.EXE ver 2.24c

Data Creation Manual

---

### 1. FUNCTION AND LIMITATIONS OF KISS

KISS is an image display program with transparency processing. It conforms to the hardware of NEC PC-9801 series and therefore has the limitations:

- \* Pictures are limited to 16 colors out of a palette of 4096 colors.

The KISS program

- \* Can overlap up to 128 pictures.

And it has object manipulation functions with mouse manipulation so that it can be used as kisekae.

- \* You can move the clothes and other objects with the mouse.

In addition you can

- \* Save the allocation of objects you have made.

### 2. DATA FILES

KISS has the following types of data files:

- \* Cel files

---

These specify the individual elements of picture data.  
There are 16 available colors, and color #0 is transparent.

\* Palette file

This specifies the palette of 16 colors.  
You can at one time use 16 out of 4096 colors.  
A set of 16 colors forms a palette group.  
You can select one of 10 palette groups.

\* Configuration file

This specifies how to overlap or locate cel data.  
Since it is a text file it can be made with a text editor.

WARNING:

A part of it may be overwritten by the KISS program when  
the Save function is invoked.

N.B.

Most KISS data are created in the MS-DOS environment,  
thus the end-of-line codes in the configuration file are  
usually CR/LF. You may as well convert them into appropriate  
ones for your system before you play. e.g. CR for Macintosh,  
LF for UNIX (X window system).

### 3. TERMINOLOGY

Cel    A minimum picture unit KISS deals with.

Object    A picture that consists of one or more cels.  
          It is a basic unit moved with a mouse.

Palette group    Palette information of 16 colors out of 4096.

Set    A pattern of picture that consists of  
          a palette group and allocated objects.

### 4. CONFIGURATION FILE (.CNF) FORMAT

The leftmost character of each line determines the function of  
the line.

'=' Memory Size

synopsis: =<memory>K

Specifies the amount of memory KISS needs as the data area  
when starting up. This directive exists for compatibility  
with ver.1 and is ignored in ver.2. It is recommended not  
to specify it.

---



e.g.

=260K

' (' Screen Size

synopsis: (width,height)

Specifies the size of the kisekae screen. Default is (448,320), which is compatible with ver.2.18. The maximum is (640,400).

e.g.

(640,400)

'%' Palette File

synopsis: %<palette file name>

Specifies the palette file.

e.g.

%COL.KCF

'[' Border Color

synopsis: [<border color code>

Specifies the border color. The range is within 0 - 15.

e.g.

[12

'#' Cel Files (multiple instances permitted)

synopsys: #<mark>[.<fixed value>] <cel file name> [:<set#> ...]

<mark> The object ID. The cels of the same <mark> value will be treated as one object. The range is within 0 - 127.

<fixed value> Specifies that the object cannot be moved in normal operation. The range is within 0 - 32767. The default is 0 (movable).

<cel file name> Extensions cannot be omitted.

<set#> You should specify this if you want the cel data to be available only in particular sets. The range is within 0 - 9. If omitted, the cel is available in all sets.

---

If multiple cel files are specified (you cannot play kisekae with only one cel, so you usually specify multiple cels), the order of specifications represents the priority of cels. Up to 128 cels can be specified.

e.g.

```
#2 data1.cel      ; upper cel
#3 data2.cel :2 3 4 ;
#4.255 data3.cel ; fixed
#2 data1_.cel    ; lower cel
```

In this example data1.cel and data1\_.cel are treated as one object. Between them data2.cel and data3.cel can go through.

'\$' Set Information (multiple instances permitted)

```
synopsis: $<palette group> [{<x-coord,y-coord>|*} ...]
```

Specifies the palette group and the coordinates of every object in each set.

The first specification corresponds set #0, and you can specify up to 10 sets.

This directive is generated automatically with the Save function of KISS, therefore users seldom ever need to edit it directly.

If this directive exceeds one line, the rest is written in the next line as a continued line. The leftmost character of continued lines is ' ' (space).

<palette group> 0 - 9.

<x-,y-coord> Coordinates of the objects. (up to 128)

The order of appearance corresponds to the <mark> value of objects.

'\*' is specified as a filler for unused objects in the set.

e.g.

```
$2 192,11 * 56,176 55,21 259,62 15,24 375,63
$3 43,115 154,62 372,108 253,156 * * * 165,207
   * 162,198 * 119,56 152,44 * * *
   16,355 394,362 108,355 * * * 125,261
$0 192,11 * 56,176 55,21 259,62 15,24 375,63
```

';' Comment

```
synopsis: ;<comment>
```

Will be ignored.

## 5. CEL FILE (.CEL) FORMAT

```

offset  contents
-----  -
+0  width  (16 bits, little endian, <= 640)
+2  height (16 bits, little endian, <= 400)
+4~ image data

```

image data format:

Each nibble(4 bits) represents one pixel.

If the width is an odd number an additional pixel of color #0 is appended at the rightmost.

## 6. PALETTE FILE (.KCF) FORMAT

A color is specified with 16 bits (little endian).

Each RGB component is 4 bits, resulting in a palette of 4096 colors.

```

MSB      LSB
| 0000 | gggg | rrrr | bbbb |

```

In the bitwise hex dump they look like:

```

RB 0G RB 0G .. ..

```

16 bits x 16 colors x 10 groups = 320 bytes

## 7. COMPARISON WITH KISS VER 2.18

item	KISS ver 2.24c	KISS ver 2.18
Kisekae area	640x400	448x320
Max# of objects	128	48
Max# of cels	128	48
# of sets	10	10
# of palette groups	10	10

## 8. DEBUG INFORMATION

Debug information is output when the -d option is specified.

\* Cel loading info

```

$1b61:0 12763 Bytes/ 172 x 25 0 0 plate.cel
$1e7f:0 5670 Bytes/ 68 x 45 12 0 shoes2.cel
$1fe2:0 4475 Bytes/ 67 x 32 11 0 shoes1.cel
-----

```

```

1) 2) 3) 4) 5) 6)

```

1) Memory address of a cel loaded (segment:offset)  
 2) Size of cel loaded (includes expanded memory)  
 3) Size of cel (width x height)  
 4) Value of <mark>

- 5) Fixed value
- 6) File name

\* Object click info

```
1st line    2nd line
  8:( 20,105)    5 /    2
-----
1)  2)        3)  4)
```

- 1) Value of <mark>
- 2) Coordinates (x,y)
- 3) Fixed value (current)
- 4) Fixed value (initial)

---

If you have any questions feel free to ask in rec.arts.anime or send E-mail to yuki@is.s.u-tokyo.ac.jp.

## 1.18 How to Install AmiKiss

### How to Install AmiKiss

Installing AmiKiss is relatively simple. Make sure you have all the system requirements on your Amiga.

Step 1: Uncompress the amikiss.lha, preferably onto a hard drive as this will speed up loading of cell data. Cell data makes up the graphics for items of clothing, etc.

```
lha x amikiss.lha <target pathname>
```

Step 2: Make a directory assign for KISSDATA:

```
Assign KISSDATA: <target pathname>/amikiss
```

This path will be used to located the on-line amigaguide help file, amikiss.guide. It also is the default directory for opening Kiss data sets. Any Kiss data archives should be uncompressed into its own subdirectory in KISSDATA:.

Step 3: Copy amigaguide.library into your Libs: directory.

Step 4: If running AmiKiss from the CLI, make sure your stack size is set to about 30000.

```
stack 30000
```

If running from Workbench, make sure the AmiKiss icon's information requester has the stack set to 30000.

---

Step 5: To run, type 'AmiKiss' at the cli prompt or click on the AmiKiss icon. Press the Help key for on-line help.

Step 6: Play and enjoy AmiKiss (see  
How to Use AmiKiss  
).

## 1.19 How to Use AmiKiss

How to Use AmiKiss

Menu Options

Session

Palettes

Sets

Area

Flags

How to Play

General Play

## 1.20 The Session Menu

The Session Menu

There are several options in the Session Menu:

About

Displays information about the version and author of AmiKiss.

Open

Kiss data sets should be uncompressed into their own directories that reside in the KISSDATA: directory. When you choose the 'Open' option, you will get a file requester asking for the configuration filename. Simply go to the desired kiss data directory and select a configuration file (\*.cfg). AmiKiss will load the Kiss configuration file for that particular data set.

This file tells AmiKiss what cell data to use, where to initially place them, and other details such as screen size. This option basically opens a session to play with the chosen Kiss data set. Set A will be loaded in as default and the

title bar of the window shows the progress of cells being loaded from the disk into AmiKiss.

If there was no enough CHIP ram to load in all the cell data, you will be prompted with a message warning about this. AmiKiss will try to load in as much cell data as it can. In some cases, there may be so little CHIP ram left that the menus may not be rendered. You can still make menu choices by moving the mouse pointer to the approximate locations of the menu items even though they are invisible.

AmiKiss will use the existing palette if no palette file is found. Any cell data whose corresponding files are not found will be ignored.

#### Quit

Choose this option or click on the close gadget of the window to exit AmiKiss. You will be asked to confirm this choice.

## 1.21 The Palette Menu

### The Palette Menu

After loading a Kiss configuration, this menu will activate all available palettes in the Kiss data set. Any unused palettes will be ghosted out. Simply select on of these items to change the palette. The current palette will have a checkmark beside it in the menu.

## 1.22 The Sets Menu

### The Sets Menu

This menu allows you to switch between different sets of clothing, clothing layouts and palettes within a Kiss data set. Each set may feature different items of clothing or colour changes.

Simply select the set you want to load in. If the cell data is not already loaded in memory, it will be loaded in from the disk at this time. The title bar of the menu shows cell data being loaded in. A checkmark will appear beside the current active set in the data.

## 1.23 The Area Menu

### The Area Menu

This menu toggles between different window sizes. There are two choices, (640 x 400 and 448 x 320), that correspond to version 2.24c and 2.18 of the Kiss file format respectively. If a Kiss data set was designed for one of these particular window sizes, one can just select the proper

---

window size menu item. A checkmark appears beside the currently selected window size mode.

## 1.24 The Flags Menu

The Flags Menu

This menu contains flags that adjust modes of use.

Fixed Cells

When this mode is activated with a checkmark beside the menu item, cell data that is fixed in the configuration file will not be moved. Removing the checkmark by selecting the item, will free up any fixed cell restrictions and allow you to manipulate all cells in the screen area.

This option can be used to move the bodies of characters around, titles, or backgrounds that would otherwise be fixed. In addition, some KISS designers edit the configuration files so that various undergarments are fixed. If you do not want these restrictions, this option can override this.

## 1.25 How to Play AmiKiss

How to Play AmiKiss

Once you've loaded in a Kiss data set using the "Open" option in the

Session  
menu, you can begin to play Kiss.

Moving Clothing or Items Around

Not all items can be moved. Sometimes the person's body cannot be moved. You will know if something is movable if you click and hold on the left mouse button and see the mouse pointer change to a hand.

If the pointer changes to a hand, you can continue holding down the left mouse button and move the item around on the screen. As soon as you release the button at a point on the screen, the item will be placed in that last location.

If an item of clothing is obscured by another piece of clothing, you must click on the unobscured part. If it is totally obscured, move the items in front out of the way by clicking and dragging them to other areas of the screen.

Some items of clothing may have many little holes in it, like lace or panty hose. It is important that you click on the solid

parts of these clothes and not the holes themselves.

If there is not enough CHIP ram available to build a movable cell for feedback during click and drag operations, AmiKiss will attempt to build as much of the cell as possible for feedback. In some cases, the feedback may only consist of the hand pointer if CHIP ram is very low.

### Scrolling the Work Area

If you are working with a screen size that is smaller than the work area, some items of clothing may be out of the bounds of the screen. You can scroll around within the work area by using the cursor keys underneath the Del and Help keys.

### Getting On-Line Help

Just press the Help key for Amigaguide help. When you are finished with help, click on the close gadget at the top left hand corner of the Amigaguide screen.

## 1.26 Known Bugs/Problems

### Known Bugs/Problems

There are a few known problems:

- If the Kiss configuration has many cells of clothing in one set and AmiKiss does not have enough chip ram to store the image data, AmiKiss will attempt to load in as much cell data as it can. In some cases, there may be not enough CHIP ram left to properly render the intuition menus. One can still choose items even though they are invisible.
- If there is not enough CHIP ram left, on-line help may not be able to open an Amigaguide window.
- If many cells are missing, there may be an initial delay after all the available cells are loaded in. After a small time-out, the user can begin interaction again.

## 1.27 Change History

### Change History

Version 1.0: August 20, 1994

- finished first version of amikiss
- dynamic loading of cells when choosing new sets
  - double buffering to prevent flicker when all bobs redrawn



Version 1.1: Sept. 6, 1994

- added on-line help
- increased feedback of moving items during click and drag operations by creating a second GEL list for the front window's rastport. This second GEL list only includes the bobs to be moved to speed up drawing.

## 1.28 The Future of AmiKiss

The Future of AmiKiss

There are several improvements I'd like to perform on AmiKiss.

- The ability to mark out a section of the AmiKiss work area and save it as an iff file.
- Add sound effects so that the characters can give sly comments as you dress/undress them.
- Decrease the reliance on chip ram. Since the characters and their clothing are implemented as BOBs, this requires quite a lot of chip ram if there are many items. Perhaps dynamically building the items and deallocating them will free up more chip ram at the expense of response time.
- Increase dragging feedback by rendering only the item to be moved at the expense of loss of priority information which causes the clothes to overlap intelligently.
  - Write an iff brush to Kiss cel converter.
- You think of some and e-mail me at victorng@dgp.toronto.edu.