in

COLLABORATORS

	TITLE : in		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		March 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

in

1.1 PingPong V1.3

PING PONG V1.3

© 1994 by Michael Bauer

About

Physics

Distribution

MUI

Steering

Hardware

Thank you

And the rest

1.2 About

Ping Pong is an old classic among the computergames. Who doesn't know the old consoles with their paddels and the games Ping Pong, Squash and Tennis. I've searched for this games but didn't find any good version, so I tried to do one myself. Unfortunately the first version was full of really nasty bugs. I hope they're gone with this version.

Meanwhile I got a new friend, MUI. Ok, that's a reason to write a game with this package. But attention, this is only a betaversion. ;c)

Ok, now some features:

The sprites can be seen with Kickstart 3.0

```
It's a bit more font sensitive.
I've included a 2 player mode
The speed is slightly variable now.
Pingpong won't work with Kickstart 1.3 and less. ;c)
You can move and resize the window.
You can win against the Computer.
It will work in Interlaced Mode.
I have included some samples.
etc ...
```

Todo:

```
I'd like to make it work on networks.
Perhaps I'm going to include a Monica Seles Sample soon ;c)
etc ...
```

1.3 Physics

I guess every player with a bit of physical education will notice that the movement of the ball doesn't fit with phyical reality. This has a simple reason. In the very beginning of this version the game was written very tight to real physics. But I've recognized that this makes the game very boring because it was too easy.

1.4 Distribution

Ping Pong is Mailware. You may copy it to all of your friends, but it would be kind if you'd send me a postcard or a letter or even a EMail if you like this game.

Public Domain series:

Permission is granted for Fred Fish and SaarAg. All other series may use this program as long as they don't charge more then 5 US-$ or 6 DM for a single disk. It would be nice too if they'd send me a short note.

Mailboxes, etc:

I'm going to spread this game via Aminet. But other Mailboxen may use it too.

Magazines:

You may put it on your coverdisks. But it would be kind if you'd send me a note and if you'd send me the magazine for my collection :c)

Rights:

The copyright of this program is mine. But I can't take any responsibility for possible damages made by this game. This archive may only be distributed in unchanged state.

Important:

Persons who support violence against foreigners aren't allowed to use this
game.

1.5 Steering

Player 1 uses the left Shift and Alt key. Player 2 uses the right
Shift and Alt key. (Only in 2 Player mode)

Gadgets:

About: Opens the About Window

Setup: Opens the Setup Window

Pause: :c)

Quit: Quit...

Tips & tricks:

- Set the speed of the ball and the rackets to the same value, this will
  give you best results (IMHO)

- The difficulty gadget sets the strength of your oponent.

1.6 Hardware

Simply take an Amiga with at least Kickstart 2.0 :c)
Further on you'll need
              MUI
               2.0

Hint:
=====

If you're no registered MUI User by now, simply pay your fee to
              Stefan
                    and you'll receive your own Keyfile pretty soon and you'll ←
                          support the
development of such packages.

1.7 Thank you

A thank you goes to

all the people who encouraged me to write a new version.
especially Peter Bagnato, he's my motor. Everytime he writes a letter
  I'm starting to finish the actual version of PingPong like a maniac.

```
    Jochen Wiedmann for the idea to write a game with MUI.
    Stefan Stuntz for writting this
                fantastic
                 package.
    Dietmar Eilert for his GoldEd.
    Matthew Dillon for his incredible DICE.
    Stefan Becker for the toolmanager docks (Read the source, luke)
    my mother for the excellent catering service
    Fred Fish for all he did and will do supporting the Amiga
    all the people who distribute their programs as Freeware/Giftware
    all the people on #Amigager
```

... and to my betatesting staff :c)

```
    Reinhard "Suamor" Katzmann for helping me with the Bobs.
    Volker "Flagor" Graf
    Peter "Der Dosen Benutzer" Strobel for Betatesting in 2 Player mode.
    Flash on #AmigaGer
    Danny Amor
    Jan Freuer
    Martin Schlodder
    all the people I have forgotten
    ...
```

1.8 And the rest

How to reach me ...

If you like this game or if you find some bugs or if you'd like to tell
me your idea, ... , write to

Michael Bauer
Hegelstr.27
72072 Tübingen
07071/72293
Germany

EMail : bauermichael@student.uni-tuebingen.de
IRC and Nightfall (134.2.62.161 4242) : Gutgolf

If you don't like the game at all or if you're searching for a reason to
flame other people, write to ...

UNIX: /dev/null
Amiga: NIL:

And please forgive me for all my typos in this document. :c)

1.9 MUI

                        This application uses

MUI – MagicUserInterface

(c) Copyright 1993 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With
the aid of a preferences program, the user of an application has the
ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing
lots of examples and more information about registration please look for
a file called "muiXXusr.lha" (XX means the latest version number) on
your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 20.- or US$ 15.-

to

Stefan Stuntz
Eduard–Spranger–Straße 7
80935 München
GERMANY