

DieRoller

COLLABORATORS

	<i>TITLE :</i> DieRoller		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

DieRoller

1.1 DieRoller V1.12 © 1993-1994 Gregory McLean

DieRoller version 1.12 (c) 1993-1994 Gregory McLean

Copyright

Introduction

Distribution

Requirements

Warranty

Thanks

Using The Program

Installing

Starting

Gadgets

Menus

"Menus" }

1.2 copyright

Copyright

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1.3 distribution

Distribution

Permisson is granted to distribute DieRoller for non-comercial usage only. Any comercial distribution and/or use is allowed only with the written permission of the author. Any distribution in any form shall also be limited by the following:

*Fees above a nominal disk copying charge (\$5 US) is prohibited.

*All files in this archive shall be distributed in an whole unmodified form.

1.4 intro

Introduction

Thank you for trying my program!

What is this thing? Well awhile back while playing a role playing game, name doesn't matter, I failed to locate my bag of dice. Well there was this beige box sitting on my desk doing NOTHING. Then I recalled a short program I wrote on my C-64, remember them? That would solve the problem. Being as the 64 was packed up in a box somewhere I sat down to write one on the Amiga. So basicly what this is, is a dice rolling program.

Well the first one that made to a working condition (DieV101.lha on aminet) was pretty rough. This is the result of hammering over the code. Adding a few things to make it more useful and such.

This document assumes some familiarity with the various gadget types and general knowledge about the way the Amiga works. If you are unclear about any of this then please consult your manual that came with the machine.

1.5 requirements

Requirements

This program Requires AmigaDos(tm) V2+.

It was developed on an Amiga(tm) 2000 running Workbench(tm) version 38.35.

1.6 warranty

Warranty

This program is being provided AS-IS in electronic form for the use and enjoyment of the user. No warranty of any kind is implied.

By using this program the user accepts all responsibility for any damage, directly or indirectly resulting from the use of the program. Furthermore no representation of any kind is made as to the fitness of this program for any particular purpose.

1.7 thanks

Thanks

Thanks go to Gregory Simkins for without his help this program may not of ever appeared on Aminet.

Thanks also go to Sam Stern for pointing out a few more obscure bugs before release.

1.8 installing

Installation

Installing the program is a snap! Just drag it where you would like it.

1.9 starting

Starting

From the WorkBench-> Double Click.

From the Shell-> DieRoller (Or whatever you have renamed it to).
The standard stack size is sufficient.

1.10 gadgets

```

                                     Gadgets
                                     =====
Buttons
ListView
Sliders
Cycle

```

1.11 buttons

```

                                     Button Gadgets
                                     *****

```

The gadgets labeled Four, Six ... Percent, will roll a die with that many sides on it. Example, pressing the gadget labeled 'Four' will roll a four sided die, the number on the 'N Rolls'

```

Slider
times.

```

The 'User' Gadget will roll a die with the number on the 'Sides' Slider sides, the number on the 'N Rolls' Slider times. Example, if the 'Sides' Slider is set at 13, default, and the 'N Rolls' Slider is set at 1, One thirteen sided die will be rolled.

The gadget labeled 'Clear' will clear the Total(s) and Roll(s)

```

ListView
gadgets. Pressing the 'c' key will have the same effect.

```

The 'Close' gadget will terminate the program.

1.12 sliders

```

                                     Slider Gadgets
                                     *****

```

The 'Modifier' slider will determine the amount, if any, to be applied to the total roll. (ex. you set the program to roll three six sided die, it will roll the three die and then apply the modifier according to the action gadget above it.)

The 'N Rolls' slider will determine the number of rolls for the

slider gadget cluster and the preset gadgets above them. Range 1-60.

The 'Sides' slider will determine the number of sides on the user-defined die. Range 1-300.

The 'Min Roll' slider will determine the lowest acceptable roll, while the program calculates this internally it will ignore bogus settings, e.g. setting minimum roll to 10 on a one sided die will be quietly ignored. I suppose this is one area that could use some enhancement such as setting the range of the gadget according to the rest of the group, let me know if you want this..

1.13 listview

```

                ListView Gadgets
                *****

```

Currently there are two list view gadgets in the program. One is labeled "Roll(s)" in this one is displayed the current rolls seperated by a bar. The other one is labeled "Total(s)" in this one the running totals are displayed.

At this time they are a read-only gadget.

1.14 cycle

```

                                Cycle Gadget
                                *****

```

This gadget controls the action of the modifier, weather to add, subtract, mulitply or, divide the amount selected on the
 Modifier Slider
 .

To activate it you must have a value selected on the
 Modifier Slider
 .

1.15 menus

```

                                =====
                                Menus

```

```

                About

```

```

                                Quit

```

```

"Quit"}

```

1.16 about

About
++++++

The About menu item will open a small window in the center of the screen, in front of all windows telling Version Revision info and how to contact me.

Pressing any key, clicking any button, or waiting approx ten seconds and the window will go away.

Pressing Right-Amiga <A> will have the same result as selecting the menu.

1.17 quit

Quit
++++++

The Quit menu item will cause the program to terminate immediately. Will not ask any questions it will just terminate.

Pressing Right-Amiga <Q> will have the same effect.
