

ElectriBones v2.7

COLLABORATORS

	<i>TITLE :</i> ElectriBones v2.7		
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Chapter 1

ElectriBones v2.7

1.1 ElectriBones Documentation

```

                                ElectriBones v2.7 - Electronic Dice Program
© 1994 BlackLight Software - Erskin Cherry

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    Legal Stuff
                                ?
    What is it?
                                ?
    How do I use it?
                                ?
    What about WB?
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    History
    EB --- ElectriBones v2.7 --- © 1994 BlackLight Software --- Erskin ↔
    Cherry
```

1.2 What you can get away with.

EB, and its source is copyrighted to BlackLight Software and Erskin Cherry. You may NOT charge any fee for it, save a nominal one for shipping costs. (no more than \$1 US) You may freely distribute EB and its source, learn from it, and enjoy it. You may not use it in any part of a commercial program without written consent from the author. You may use it in any program for no fee if the program it is used in is itself free. All rights not listed here are reserved.

1.3 What it is.

A simple program to allow your computer to generate multiple mutli-sided dice rolls from the CLI or WB.

1.4 What to do from the CLI.

You can call it from the CLI with the format:

```
EB <number>d<die>+/-<modifier>
(I know that isn't standard format, please forgive me.)
```

Example 1 - to roll and total up three six sided dice:

```
eb 3d6
```

Example 2 - to roll a twenty sided die with a plus 4 modifier:

```
eb 1d20+4
```

Example 3 - to roll a 100 sided die (percentage) minus 30 percent:

```
eb 1d%-30          or          eb 1d100-30
```

See, easy as pie! You'll notice that the program returns just the number followed by a return. This is so you can use it's output in other programs directly, rather than adding code to pull out the number.

1.5 What all the little buttons do.

You can also run the program from workbench. I advise this method if you plan on generating more than one or two rolls. The initialization code will only be executed once, and I'd be real disappointed if you never looked at all the codeing I put into the window! ;>

The display should open up something like this:

<pre>[*]_____Electribones_____ [+]</pre>	The close and front to back gadgets should need no explanation.
<pre> N [1][2] [2][4] D </pre>	The number buttons on the left by the word "number" allow you to pick how many 'dice' you want rolled.
<pre> u [3][4] [6][8] i </pre>	The number buttons on the right by the word "dice" allow you to pick how many sides are on the virtual dice.
<pre> m [5][6] [10][12] c </pre>	The roll button below the left side number buttons will 'roll' and total the dice and display the result on the large leds that take up the lower half of the window.
<pre> b [7][8] [20][%] e </pre>	The other text is for your reference.
<pre> e [9][10] [Roll] </pre>	
<pre> r </pre>	
<pre> ### ### ### </pre>	
<pre> # # # # # # </pre>	
<pre> # # # # # # </pre>	
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<pre> _###_###_###_ </pre>	
<pre> </pre>	
<pre> © 1994 BlackLight </pre>	
<pre> v2.4 Software </pre>	
<pre> _____ </pre>	

1.6 Know your local bugs!

None so far! I finally fixed up the random number ↔
initialization
thanks to the Cheese Olfactory Workshop! All I really need to do now
is fix it to use a SIMPLE_REFRESH.

?
How did you write this?

1.7 Do you really want to know?

I'm glad you asked! I wrote this program with less effort than ↔
you
might think using that new and powerful language by Wouter van
Oortmerssen called E! With the incredible power of version 2.1b, this
program was a snap! (well not really, but this is an ad, so I had to
say something!) The blazing powerful compiler-linker turned my E source
into a tiny, solid power packed executable in a matter of milliseconds!
If you haven't seen E yet, then you're behind! The power of the Amiga
is at your fingertips with E!

?
Where can I get this?

1.8 Where else but the InterNet!

To get your own copy of E, (version 3.0b is well worth the \$40!) simply
contact your local InterNet NODE and ftp to any site carrying AmiNet! E can
be found at wuarchive.wustl.edu and ftp.luth.se, just to name two, in the
/pub/amiga/dev/e directory! If you can't get on the InterNet, find someone
who can or check out your local BBS's for this powerful, clean-cut, and
smooth programming language!

If you are still reading so you can figure out how to send me money,
well, I won't be so mean as to not tell you. I can be reached at:

echerry@owl.warren-wilson.edu --- InterNet Email

Erskin Cherry
WWC#5402 --- Snail Mail
P.O. Box 9000
Asheville, NC 28815-9000

1.9 It just keeps getting longer!

Still reading? Wow, you must be bored, persistent, or a programmer who
wants to laugh at my code! Well, here goes, for what it's worth!

- v0.5 -- Not released
Die roller and input converter built. Written in C.
- v1.0 -- Cli Version -- Released to local friends and BBS's -- 9/93
Full cli input accepted and parsed with modifiers, random number initialization code worked poorly and did not provide anything resembling random numbers. Still in C.
- v1.5 -- Not Released
Graphical interface designed and implemented using a nice IFF and what I learned was an obselet gadget field called mutal exclude. Still C.
- v2.0 -- Not Released
Cli version totally rewritten in E. Executable size dropped 200%.
- v2.4 -- Full Version -- Released to InterNet -- 5/94
Fully rewritten in E. Worked around the need for the mutual exclude by going from toggle to momentary gadgets. Made simple graphics by using built-in gagdget calls and drawing a few lines. Not able to properly hand a SIMPLE_REFRESH, although the redrawing code is in place. SMART_REFRESH used for now. Initialization code dramatically improved. Produces decent one time random numbers from cli and decent multiple random numbers from GUI. Multiple cli calls result in a biased roll.
- v2.7 -- Update One -- Released to InterNet -- 9/94
Decided that if you ran the program, you probable wanted the window to be active, so I might as well set the flag and do it for you. Incorporated two wonderful modules provided by the Cheese Olfactory Workshop. (StrErr.m and StayRandom.m) StrErr.m allows sensible and intelligent redirectable and non-redirectable error output. Not that EB has tons of error messages, but this thing is just too cool not to use. StayRandom does just that; makes the darn Rnd() function STAY random! CLI calls now produce decent pseudo-random numbers and the GUI's are practically flawless.

1.10 index

Index created by AGIX 1.2 (5.8.94) Copyright © Ralph Seichter

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History

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