LazyMines

Lorens Younes

	COLLABORATORS			

	TITLE : LazyMines			
ACTION	*NAME*	*DATE*		*SIGNATURE*
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	REVISION HISTORY		

NUMBER	DATE	DESCRIPTION	NAME

Contents

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.

Copyright Notice

Acknowledgements

System Requirements

Installation

The Menu

The Display

Tooltypes

The Game

Version History

Plans for the Future

Troubleshooting

Bug Reports

Localization

1.2 Copyright Notice

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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)
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1.3   System Requirements

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System Requirements
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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

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Installation
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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

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                    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
                 ).
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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:
snail-mail: Lorens Younes
            Sandkullsv. 16
            S-163 57 Spånga
Internet: d93-hyo@nada.kth.se

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.