

Luffar v2.0 by Magnus Enarsson

Magnus Enarsson

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Chapter 1

Luffar v2.0 by Magnus Enarsson

1.1 Luffar v2.0 Documentation

```

| | | | | | _/ _// _| _\       The game of noughts and crosses.
| | _| | _| | /| // | |       by Magnus Enarsson.
! _ _!\ _ _/! _! !_!/_/! _! _!\ _\ v2.0   Made in SWEDEN.

```

Please select from the following topics:

Copyright and Disclaimer

Requirements and Installation

s

About the playing routine
m

The game of noughts and crosses
K i !

Luffar Menus
e l

Luffar Window
e i

:-)

Luffar Tooltypes
p n

g

Wisdom

Credits

1.2 about the playing routine

The computer player is based on a algorithm made by Magnus Enarsson (me). The routine is very optimized to be fast, but it doesn't play that well. I have some ideas of how to make it very hard to beat but I keep them to further releases (if any). Still Luffar is good enough to entertain most people. Mail me and let me know what YOU think.

1.3 copyright and disclaimer

Luffar v2.0 Copyright 1993,1994 by Magnus Enarsson.
All rights reserved.
Completely rewritten update to Luffar v1.0 on Fish #863.

Luffar is FREeware so no financial donations are required (but welcome).

You may NOT change the program or documentation in any way. Luffar may NOT be included in any commercial product or magazine coverdisk without my written permission. Keep the program and documentation together while spreading it.

Luffar is well tested and safe to use, but I take no responsibility what so ever for any damage caused by the use or misuse of the program and/or this documentation.

If you have any suggestions, complaints or bugreports so please feel free to write me. I love mail (email). :-)

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SWEDEN

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1.4 requirements and installation

You must have version 2.04 or better of the Amiga operating system to run Luffar 2.0. If you try anyway you will be told once more. Luffar 1.0 on Fred Fish disk #863 will run with

older versions of the operating system. But keep in mind that Luffar 2.0 is more than twice as good. :-)

To install Luffar on a hard disk drive, just drag the icon. It's all there in one file. If you want to start Luffar 2.0 from CLI it will work just fine but you lose the power of
 tooltypes
 and will be running
with the defaults.

If you open Luffar on a hires/interlaced screen it will rescale so it remains square. To override that set the tooltype
@{ " INTERLACE_SCALE " Link "INTERLACE_SCALE" } to 'FALSE'.

1.5 the game of noughts and crosses

Noughts and crosses is easy to learn and the rules are simple, but it is still hard to become a good player.

There are two players where one has the x-symbol and the other has the o-symbol. The players place their symbols every other time in a empty box. The board contains 15*15 boxes and the x-symbol will always begin in the middle box. To win you must place five of your symbols in an unbroken row vertically, horizontally or diagonally.

There are two special rules that are optional:

- o Only win on five (Default).
This rule means that the winning line should be exactly five of one kind.
Six in a row counts as nothing.
- o Russian opening (Default)
This is a rule to decrease the benefit of beginning.
It means that the second cross must have two boxes between itself and the beginning cross in the middle.

These two options can be set in the
 settings menu
 .

The name Luffar origins from the Swedish name "Luffarschack" which means "Chess for the vagabonds".

1.6 luffar menus

The menubar menus.

```

Project

Settings
|====| | About... | | V Auto restart?   A|
| Quit  Q| | V Russian opening?   R|
| V Only win on five? F|
+-----+ +-----+

```

1.7 project menu

o About...

Brings up a requester that tells about me and the program.
The Luffar window will sleep when the About window is open.
No action can be done until the About window is gone.

o Quit

Shortcut: <Right Amiga> Q
Quits the program without asking.
You can also use the close gadget in the upper left
corner of the
Luffar window

.

1.8 settings menu

o Auto restart

Shortcut: <Right Amiga> R. Default checked.
Toggles the auto restart option.
If checked you can restart the game by clicking in the
board
when the game is over.
The computer player isn't affected other than in one player
mode when the computer player will toggle to play the other
symbols. Just try it and you will understand (
Martin Rebas
didn't).

o Russian opening

Shortcut: <Right Amiga> O. Default checked.
If checked the computer will play with russian opening.
You may still play with or without russian opening.
Russian opening is a rule to decrease the benefit of beginning.
It means that the second cross must have two boxes
between itself and the first cross in the middle.
If you don't understand this, just observe the computer playing.

o Only win on five

Shortcut: <Right Amiga> F. Default checked.
If checked only five in a row will be counted as a winning row.

Six in a row will be ignored.
 Luffar will restart the game when selected to avoid forbidden states.

The defaults can be changed with
 Luffar ToolTypes

.

See also the
 rules of noughts and crosses

.

1.9 luffar window

```

                Close gadget                      Zip (zoom) gadget--+  Depth ↔
                gadget
    |
    | _____V_____ |
+---->|o| Luffar by
        Magnus
        Enarsson          |o|o|<-----+
+-----+-----+-----+-----+-----+-----+-----+-----+
| +-----+-----+          Luffar v2.0          |
| |                                     |          | | |
| |                                     |          |
| |          Restart                    |          |
| |          |                          |          |
| |          <<                          |          |
| |          >>                          |          |
| |          |                          |          |
| |          |          -----          |          |
| |          |          |          |          |
| |          Board          Computerplayer          |
| |          |          |          |          |
| |          | | Play crosses          |          |
| |          |          |          |          |
| |          | | Play rings          |          |
| |          |          |          |          |
| |          |          |          |          |
| |          @| Level          |          |
| |          |          |          |          |
| |          @| Style          |          |
| |          |          |          |          |
| +-----+-----+          |
+-----+-----+-----+-----+-----+-----+
    
```

1.10 restart button

- o Restart button
Rewinds to the beginning but remembers the moves done so you can use the
Ahead button
to step through the game.
It will also turn off the computer players.
See also autorestart in the
settings menu
.

1.11 rewind button

- o Rewind button (<<)
Will rewind one move if possible.
Good to use when you get angry because the computer beats you. :-)

1.12 ahead button

- o Ahead button (>>)
Will wind ahead one move if possible.
Can be used after a restart.
If anyone set a new move the ahead button will be ghosted.

1.13 play crosses button

- o Play crosses button
Select this to make the computer play crosses.

1.14 play rings button

- o Play rings button
Select this to make the computer play rings.

1.15 level cycle button

- o Level cycle button
When you press this you will cycle the level.
The level is how good the computer plays. It will think longer at the higher levels.
-

1.16 style cycle button

- o Style cycle button

If you press this button you will toggle how offensively the computer plays.

1.17 board

- o The board contains 15x15 boxes. The symbols are put in the boxes. ↔

The board is also the place you press to use the autorestart option in the

settings menu

.

1.18 luffar tooltips

Here are a list of Luffar ToolTypes.

Remember to use uppercase letters. If it doesn't work, check the spelling. If you have general thoughts about ToolTypes, consult your Workbench manual.

AUTO_RESTART

RUSSIAN_OPENING

ONLY_WIN_ON_FIVE

LEVEL

STYLE

PUBSCREEN

INTERLACE_SCALE

LEFTEDGE

TOPEDGE

ZIP_WINDOW

SMALLEFTEDGE

SMALLTOPEDGE

1.19 auto_restart

o AUTO_RESTART

Syntax: AUTO_RESTART=TRUE | FALSE

Default: AUTO_RESTART=TRUE

Sets the default in the
settings menu.

1.20 russian_opening

o RUSSIAN_OPENING

Syntax: RUSSIAN_OPENING=TRUE | FALSE

Default: RUSSIAN_OPENING=TRUE

Sets the default in the
settings menu.

1.21 only_win_on_five

o ONLY_WIN_ON_FIVE

Syntax: ONLY_WIN_ON_FIVE=TRUE | FALSE

Default: ONLY_WIN_ON_FIVE=TRUE

Sets the default in the
settings menu.

1.22 level

o LEVEL

Syntax: LEVEL=HALF_BLIND | DUMB | BAD | GOOD | JOLLY_GOOD

Default: LEVEL=GOOD

Set the default on the
level button
gadget.

1.23 style

o STYLE

Syntax: STYLE=OFFENSIVE | DEFENSIVE

Default: STYLE=OFFENSIVE

Set the default on the
style button
gadget.

1.24 pubscreen

- o PUBSCREEN

Syntax: PUBSCREEN=<name>
Default: Default public screen.

If you want Luffar to open on an other public screen.

1.25 interlace_scale

- o INTERLACE_SCALE

Syntax: INTERLACE_SCALE=TRUE | FALSE
Default: Depending on resolution.

If you are using a hires/interlaced screen Luffar will scale
in order to become square.

If you don't like it you can override it with the INTERLACE_SCALE
tooltype.

If the Luffar window gets bigger than the current screen it will
tell you and start with INTERLACE_SCALE disabled.

1.26 leftedge

- o LEFTEDGE

Syntax: LEFTEDGE= <number>
Default: LEFTEDGE=50

Set this to the number of pixels from the left edge of the
screen to the Luffar window that you want when Luffar open
its window. If the <number> is too big, Luffar will adjust
to fit.

1.27 topedge

- o TOPEDGE

Syntax: TOPEDGE= <number>
Default: TOPEDGE=10

Set this to the number of pixels from the top of the screen to the Luffar window that you want when Luffar open its window. If the <number> is too big, Luffar will adjust so it fits.

1.28 zip_window

- o ZIP_WINDOW

Syntax: ZIP_WINDOW=TRUE | FALSE

Default: ZIP_WINDOW=FALSE

The zip (zoom) gadget in the upper right corner of the

Luffar window
will toggle the size of the window
between full size and bar size (small).
If you enable ZIP_WINDOW Luffar will zip to small size when
started.

1.29 smalleftedge

- o SMALLEFTEGE

Syntax: SMALLEFTEGE= <number>

Default: SMALLEFTEGE=50

Set this to the number of pixels from the left edge of the screen to the

zipped
Luffar window
that you want.

If the <number> is too big, Luffar will adjust to fit.

1.30 smalltopedge

- o SMALLTOPEGE

Syntax: SMALLTOPEGE= <number>

Default: SMALLTOPEGE=10

Set this to the number of pixels from the top of the screen to the

zipped
Luffar window that
you want.

If the <number> is too big, Luffar will adjust so it fits.

1.31 wisdom

- o Jag har så mycket nyckelpigor i fickan att jag knappt kan bärga mig! ←
 -
 - o Martin Rebas
 - o Einstein argued that there must be simplified explanations of nature, ←
 - because God is not capricious or arbitrary. No such faith comforts the software engineer.
 - Fred Brooks, Jr.
 - o I believe that part of what propels science is the thirst for wonder. It's a very powerful emotion. All children feel it. In a first grade classroom everybody feels it; in a twelfth grade classroom almost nobody feels it, or at least acknowledges it. Something happens between first and twelfth grade, and it's not just puberty. Not only do the schools and the media not teach much skepticism, there is also little encouragement of this stirring sense of wonder. Science and pseudoscience both arouse that feeling. Poor popularizations of science establish an ecological niche for pseudoscience.
 - Carl Sagan, *The Burden Of Skepticism*, *The Skeptical Inquirer*, Vol. 12, Fall 1987
 - o This planet has -- or rather had -- a problem, which was this: most of the people living on it were unhappy for pretty much of the time. Many solutions were suggested for this problem, but most of these were largely concerned with the movements of small green pieces of paper, which is odd because on the whole it wasn't the small green pieces of paper that were unhappy.
 - Douglas Adams
 - o To be or not to be
 - Shakespeare
 - o To be is to do
 - Sartre
 - o To do is to be
 - Nietzsche
 - o Do be do be do
 - Sinatra
 - o To be, or what?
 - Sylvester Stallone
 - o You can observe a lot just by watching.
 - Yogi Berra (sic!)
 - o You see but you do not observe.
 - Sir Arthur Conan Doyle, in "The Memoirs of Sherlock Holmes"
 - o Albert Einstein, when asked to describe radio, replied: "You see, wire telegraph is a kind of a very, very long cat. You pull his tail in New York and his head is meowing in Los Angeles. Do you understand this? And radio operates exactly the same way: you send signals here, they receive them there. The only difference is that there is no cat."
-

- o All I ask is a chance to prove that money can't make me happy.
- o Politicians should read science fiction, not westerns and detective stories.
 - Arthur C. Clarke
- o Det sägs att allt är relativt men det beror väl på vad man jämför med.
 - - Martin Rebas
 - o I hate guns.
 - MacGyver

1.32 credits

There are some people that I want to thank:

- o Christian König - Germany
- o Andreas Scherer - Germany
- o Bert Vortman - The Netherlands
- o Bells - The Netherlands
 - For sending me postcards to make me glad in return when I released Luffar v1.0. =-)
- o
 - Magnus Johansson
- o Richard Olsson
- o Urban Nilsson
- o Kristoffer Johansson
- o Jens Wall
- o
 - Martin Rebas
 - (sic! Oh no! Shake shake, POP!)
- o Löfvet
 - For inspiration and ideas and β -testing.

1.33 magnus

- o Magnus Latin, The big one.

Famous examples:	Magnus Ladulås	King.
	Magnus Härenstam	Popular comedian.
	Magnus Ugglå	Good singer.
	Magnus Enarsson	Famous programmer and a nice guy.

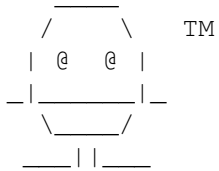
 - Also the artist of Icons on Fred Fish disk #972.
 - (Aminet:pix/icon/Icons.lha)
 - Get it and smile. :-)

Common name in Sweden. A very common name to me.

1.34 martin rebas

Martin Rebas is the author of the games Motorola Invaders and Motorola Invaders II (AGA!).
(Aminet:game/shoot/)

Try them or regret it for the rest of your life.



1.35 smilie

: -)

If you don't understand this then
turn your head or monitor.