

DaWormy

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REVISION HISTORY

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Chapter 1

DaWormy

1.1 DaWormy.guide

DaWormy V0.65B

The Great Worm Game

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(Posse Pro. Denmark)

- Freeware -

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1.2 DaWormy.guide/Introduction

Introduction

DaWormy is a small Workbench game !!

Creep creep _/_©

Short but true

1.3 DaWormy.guide/Options

Options

TOOLTYPES:

WINX	= 100	(Windows LeftEdge)
WINY	= 100	(Windows TopEdge)
PRIAUDIO	= -1	(Priority Audio -127 -> 128)
EATEFFECT	= ON	(Eat Effect ON/OFF)
DIEEFFECT	= ON	(Die Effect ON/OFF)
EATSAMPLE	= samples/eatsample	(Eat Sample - RAW)
DIESAMPLE	= samples/diesample	(Die Sample - RAW)
EATSAMPLERATE	= 16000	(Eat Sample Rate)
DIESAMPLERATE	= 16000	(Die Smaple Rate)

1.4 DaWormy.guide/Use

Use

Press the icon -> Then use your arrow keys!!!

1.5 DaWormy.guide/History

History

- * v0.1
 - memory breakdown
- * v0.2β
 - memory breakdown - again !
- * v0.3β
 - works almost perfect

- * v0.4β
 - Coords are now saved in LISTS instead of ARRAYS
 - No level counter - Instead nice score counter
 - Picture of DaWormy under the score table
 - Speed is high at start because 'it is more fun !!!'
 - Code is structured (at last !!!!) v0.5β - Fifth release (yeeess !!)
 - Bug in the hiscore decrypting found and corrected (Got score 1750 = 145.833333*12 ??????????)
 - Save hiscore only if score > hiscore
 - Now hiscore with name of the player !
 - Began a new intro screen
 - New intro screen includes bitmap scale (WOW !)
 - * v0.51β
 - Fixed hiscore plot (NOT)
 - * v0.52β
 - Fixed hiscore plot
 - * v0.53β
 - Replaced Plot() with SetAPen()+WritePixel()
 - Removed a SetTopaz(8)
 - PAUSE_START + 100 (PAUSE_START=200)
 - Removed zoom intro
 - Size: 11392
 - * v0.60β
 - Amiga E 3.0a - See
Note
 - Redesigned
 - MODULES instead of PMODULES
 - Fixed problem with 'Screen font size' !! (Reported by SSP)
 - Fixed Scale function (Reported by SSP)
 - Changed password
 - * v0.61β
 - Redesigned intro screen
 - Smaller Hiscore requester (Requested by SSP)
-

- Hiscore requester is centred in window
 - Window sleeps while waiting for Hiscore requester
 - No fence if arrows was pressed from start - Fixed
 - Improved event checking (Closewindow & keys)
- * v0.62B
- Now checking if kickstart >= 37 (2.04)
 - Did some more datahiding (so what !!!)
 - Optimized the code a little (now your talking)
 - When window have been reactivated it will wait 1 secs before starting the game again
 - Window position can be changed from WB (ToolTypes)
 - Window position can be changed from CLI (Arguments)
 - 'About' and 'Score' Buttons added
 - Try to speed up plotting (only using 3 bitplanes)
 - Optimized remove-nodes
- * v0.63B
- Now with 'Eat sample' and 'Die sample'
 - Tooltypes: WINX, WINY, PRIAUDIO, EATEFFECT, DIEEFFECT, EATSAMPLE, DIESAMPLE
- * v0.64B
- New tooltypes: EATSAMPLERATE, DIESAMPLERATE
- * v0.65B
- Fixed a little 'waiting' bug (No real wait after keystroke)
 - DaWormy Released!!
 - THE LAST VERSION OF DAWORMY (See
Address
)

1.6 DaWormy.guide/Address

Address

Here is my address if you want to contact me or maybe join
Posse Pro. :

S-Mail: Jørgen 'Da' Larsen

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9000 Aalborg
Denmark

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Note: There will be no updates of DaWormy because I have
lost all the source code (BIG HARDDISK CRASH).

I am using the NEWICONS package what means that I
know that the colors are messy (Try using MWB colors).

1.7 DaWormy.guide/Credits

Credits

I must say thanks too these guys...

- * Wouter van Oortmerssen (Creator of Amiga E - See
Note
)
- * Søren Staun-Pedersen (main game tester)
- * All other game testers (Claus N. - Henrik J.)
- * Anders F. (I'm waiting on the MegaDemo II)
- * Yeko & Frostie (Tekkno Sumpen !!!)
- * Jens K. Jensen (Party on ..)
- * The Verterbro gang (Living NICE !!!)
- * Flemming K. Jensen (Always been the MAC)
- * Esben S. omething (Hello!!)
- * Frank 'DUX' B. (Amiga Rulez)
- * Bent D. Olsen (Thanx for your letter)

And all the Aalborg Guys (Aalborg rulez snuder).

1.8 DaWormy.guide/Note

Note

DaWormy was developed in 'Amiga E 2.1b - 3.0e' by Wouter van Oortmerssen. Try this wonderful Language !!!!!.

A short description of Amiga E (taken from the Amiga E doc by Wouter van Oortmerssen):

'E is an object oriented / procedural / unpure functional higher programming language, mainly influenced by languages such as C++, Ada, Lisp etc. It is a general-purpose programming language, and the Amiga implementation is specifically targeted at programming system applications. The number of features of the language is really to great to sum up entirely, and include: speed of >20000 lines/minute on a 7 Mhz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, great module concept with v39 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low-level and object polymorphism, exception handling, inheritance, data-hiding, methods, multiple return values, default arguments, register allocation, fast memory manegement, unification, LISP-Cells, and much more...'
