

TicTagAMIGA

COLLABORATORS

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|---------------|-------------------------------|----------------|------------------|
| | <i>TITLE :</i> TicTagAMIGA | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | March 15, 2022 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

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Chapter 1

TicTagAMIGA

1.1 The Main Window

TicTacAMIGA v1.5d

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TTA is a little
game
for workbench. I tried to make it font-sensitive and I
think it is (thanx Jan). TTA was written in Assembler (sometimes a tricky
job...) and that means it is very short and fast. I hope this.

TTA is
Freeware
.

And now select !!

About
about TTA and greez and so on

How to play
the way to play/Notes

Install
where to put in and what it requires

Usage
how to use TTA

History
revision history of TicTacAMIGA

Bugreport
if a bug creeps up...

...and now have fun with TTA !!

1.2 What a game is...

You don't know what a game is ?!?!

Oh guy...

1.3 Freeware

Freeware is a part of Public-Domain-Software, that is freely ↔
distributable,
but still copyright by the author. That means, you can copy TicTacAMIGA as
long as you want, but you MUST NOT change it anyway. I want to please you
to keep this guide and the
game
together if you copy TTA. So the others
will know,
how to play
TTA. Thanx !

1.4 How to play TTA

Once upon a day, in a booooooring lesson at school, my friend ↔
Ronny (hey
Ronny, hope you have fun these days...) taught me a simple and funny game.
Now, an eternity later, I wrote this game on my AMIGA: TicTacAMIGA.

Maybe you know how to play it, but if not, read this: all you need are two
players (or one - the other is your machine), one does play the cross and
the other the circle. Both try to build a row of their symbols alternate -
horizontal or vertical or diagonal. The problem ? The problem is, your
opponent tries to block up your rows. All clear ? Not ? Then select
AMIGA-AMIGA in Mode-

Menu

and start the game. You will see, how to play...

1.5 About TTA

TicTacAMIGA is copyright (c) 1993-1994 by Jens Tröger
All rights are reserved.

TTA is

Freeware

.

Usage is YOUR OWN RISK. The author takes NO responsibility for crashes.

If you find bugs or you have any suggestions or (hope so) gifts, send it to the adress below.

I want to thank "PackMAN" Falk Zühlendorff for so much letters (you know..), Jan van den Baard for helping me in much questions and answering EVERY letter, Commodore for AMIGA and Helloween for best music. And, last but not least, Stephen King, Clive Barker, Graham Masterton for so good books.

TTA was written in Assembler. If you have questions or you want the source or you want simply contact me, write to this adress:

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 08209 Auerbach/V
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"Make a step on your stairway, one step closer to what you live for"
"Across the universe you smell the smell of lies"
 Helloween

1.6 Install TTA

FIRST WAY (simple)

Use the Installer-Script, so TTA will be installed completely.

SECOND WAY (by your own)

```
#?:                   TicTacAMIGA (.info)
LIBS:                 locale.library
LOCALE:catalogs/deutsch/   TicTacAMIGA.catalog
ENVARC:               TicTacAMIGA.config
```

INDICATION: TTA does not need any extern file to run, but you loose a lot of comfort if you do so (e.g. localized layout).

1.7 How to use TTA

The menus are easy to use:

Project

About: opens a simple about-window
Quit: you will leave the game (or press the CloseGadget)

Game

Mode Player-Player: Two player can play.
 AMIGA-Player: Player against AMIGA. AMIGA will start.
 Player-AMIGA: Player against AMIGA. Player will start.
 AMIGA-AMIGA: AMIGA fights itselfs. Use this for demo !
Start This will start the game in selected mode.
Stop Stops a started match.

New The started game will be stopped and restarted.

NOTES

To set a field click on it or use the number-block (1..9) at the right side of the keyboard.

Use the SizeGadget to size the window. This is useful if you use a high resolution and a small font. Thanks Oliver Reiff for this suggestion.

Pressing the [S] key at anytime TTA will save game window's actual position and dimension to file "ENVARC:TicTacAMIGA.config". Next TTA will consider these datas. If these position/dimension are wrong, TTA will use default data and open a fontsensitive window. The result of save-action will be shown in window's titlebar. Save-failure can be caused by:

- (1) The file was opened and not closed (there is a lock)
- (2) Disk is full. This is nearly impossible, but this can be appear.

If you want TTA a new language, translate TicTacAMIGA.CT into this language and "compile" it with maybe MakeCat by PALADIN SOFTWARE. If you created a new catalog I want to please you to send this catalog to me so I can put it into the TTA-package and release it.

1.8 Revision history

- v1.0 - never really written (only tests, GUI-games and ideas...)
 - v1.1 - First full working version. I tried to remove all bugs of beta-testing.
 - v1.2 - Bug appears but I can't find it. Using Numberblock to set the fields.
 - v1.3 - Bug removed. Painting winner-row in a different color, code optimised.
 - v1.3a - New Startup-Code. More code optimised.
 - v1.4 - Now using SizeGadget. Terrible MemLeak-Bug removed. TTA works now good with memory-allocation/-freeing (Thanks to Jan van den Baard for saying this and thanks to Devitt for the tool MemLeak)
 - v1.4a - Press the [S] key to save game window's actual position and dimension. Next TTA will consider these datas.
 - v1.5 - Using now locale.library, that means, you can learn TTA a new language. Menus got the OS3-NewLook.
 - v1.5a - Way of AMIGA's thinking is now a little bit better.
 - v1.5b - Big Optimisation-action done and won 2kBytes !
 - v1.5c - Horrible Bug removed (thanx "PackMAN" for your AMIGA) - crash on A500/1MB CHIP,1.5MB FAST/1 ext. Floppy/KS37 (LockIBase() causes a guru - impossible, but possible...).
More code optimised (Thanx Werner Hilf for your book "Mikroprozessoren in 32-Bit-Systemen" -> a great book)
 - v1.5d - After closing the AboutWindow the GameWindow now appears on old Position using the old Game-mode; *NOT* reading the file ENVARC:TicTacAMIGA.config again. More code optimised.
-

1.9 If a bug creeps up...

If anything strange happens, please print this page, fill in ←
and send it

to me (see

About

for adress). I will try to remove the bug you reported and
if nothing fails you will soon find a better working version in PD.

This Bugreport-formular was taken from Dave Haynie's DiskSalv2.
Thanks a lot Dave.

===== CUT HERE =====

Your Configuration:

A500 A1000 A2500 A1200 CDTV/CD32
 A600 A2000 A3000 A4000 Other

KS Version_____ RAM_____ Other HW_____

WB Version_____ HD_____ HD Controller_____

Please explain the problem as completely as possible:

File System Version/Type_____

ScreenMode_____ Font_____

Shell/CLI Workbench Locale_____

Problem: Full Lockup GURU/Crash DS Can't fix the disk

Steps to see this problem?_____

Other Comments_____

Bug found by (adress)_____

===== CUT HERE =====

Always remember: I can't remove a bug I don't know about...

Thanks for help,
Jens
