CP

Conor Kerr

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CP

CP iii

COLLABORATORS			
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WRITTEN BY	Conor Kerr	April 18, 2022	

REVISION HISTORY		
DATE	DESCRIPTION	NAME

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# **Chapter 1**

# CP

# 1.1 Cp Version 0.206

```
CP Version 0.206 Documentation
```

```
Description
 What you can do with CP
Features
CP's features
Requirements
 Will it work on my 1.2 GHz Power Amiga?
Installation
 How to install CP
Using CP
 How to use CP
Limitations
Why you should register
REGISTRATION
How to register
Contact
 How to contact Mystique...
Credits
 Where its due...
Bugs
 Known bugs in version 0.206
```

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HIStory

What's new in this version?

Future

Still to do

Copyright

Disclaimer

Assigning CP How to assign CP

ORDERFORM

The most important section in this guide!!

#### 1.2 What is CP?

any system.

That is what they will say when the full version is released!!

Incorporating full-screen animation with an advanced GUI and full customisation, CP truly represents the ultimate in children's software.

Add a wealth of fun-packed features and you can't help wondering why something this great hasn't been done before!

CP is currently at version 0.206, with the great 0.25 under construction.

Only the paint package side of the software is available at this stage, but more and more parts of the system will be included as version after version is released.

Just take a look at the section

features

to see why CP represents a new era

in software childrens software.

PLEASE NOT THAT CP IS SHAREWARE AND AS SUCH, HAS CERTAIN RESTRICTIONS. TO REMOVE THESE RESTRICTIONS YOU MUST

REGISTER

.

N.B. IF YOU USE THIS PREVIEW VERSION AT ALL YOU MUST AT LEAST SEND AN E-MAIL TO US WITH YOUR COMMENTS ABOUT THE PROGRAM.

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#### 1.3 CP's Main Features

Please note that this section mainly refers to the features of the FINISHED version of CP. As each new version is completed, they will become more and more like the descriptions below.

Advanced Interface \*

When finished, CP will have the most advanced interface ever created on ANY platform.

Its incredible GUI will be very easy to use and understand while remaining extremely responsive.

A major feature of CP's intuitive interface will be the revolutionary use of amazing full-screen animations to perform almost every task.

The use of animation means that children can enjoy a level of interaction with the software never seen before in any other program.

Imagine being able to interact with the very characters that guide you through the software... asking them what a certain button does, getting them to do some crazy acts or even tickling them with your mouse and chasing them round the screen!

No other software has ever attempted to achieve this level of interaction and enjoyment before. It will truly be the ultimate activity and learning environment for kids!!

Another great feature of  ${\sf CP}$  is its ability to configure itself according to whoever is using the program.

Almost every aspect of the software can be configured, helping to ensure that children using the software will have the best experience possible.

The easy to use preferences program covers such topics as Users, Graphics, System, Tools, Music/Sound and User's Skill, all with many individual options.

This means that the software can adjust perfectly to whoever is using it, right down to the way things are displayed, how tasks are performed and what the users are limited to doing!!

Exceptionally Intelligent \*

CP just goes from strength to strength!!

Tying all CPs great features together is the incredibly intelligent internal system routines designed to help the user get the best out of the software with minimum fuss and maximum efficiency.

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Once completed, they should be able to cope with most errors in such a fluid fashion that the user won't even have to be alerted as to what has happened.

This is all part of Mystique's great concept that the user should be hidden from the internal workings as much as possible so that he/she may get on with actually using and enjoying the software.

CP is very graphic intensive and has an excellent, easy-to-use GUI that your children will love.

Great care has been taken to make sure that the GUI's layout is as simple and effective as possible.

The children can even choose from a set of different themed GUIs including standard, paint, army, flowers and cartoons!! (With possibly more to come).

No fully interactive animated interface would be complete without a great sound system.

CP will have sounds for every function and animation giving the whole program a more involving feeling for the children.

Several musical tracks will be written for the software to suit a number of different tastes in background music!

CP will be a full suite of software for kids incorporated into one package - a kind of one-stop shop!!

Currently it consists only of an early version of the Paint package but will go on to include many games, utilities and educational programs, all fluidly integrated into the one great package!!

An integral part of the interface will be the online help system available at any time.

Interactive animations will be used to help explain any features not understood ensuring that children won't need anyone beside them while they use the program.

Comprehensive Documentation \*

CP will come with a full colour user's guide filled with helpful tips and

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examples all presented with a great graphic design.

It will also have full HTML documentation with many screenshots and pictures to aid your exploration of this great software!

The current version of CP already incorporates the following features quite extensively....

Configuration \*

Each user has their own preference file which contains details about..

- · Their name.
- · The sample to be used for their name. (You need a sound sampler for this).
- Their ability For example, whether the right mouse button performs a different function or not.
- Disk Access Whether or not they can load/save (or even format disks) and which type of file requestor they can use - simple, advanced or workbench (ASL).
- Color Selection Whether they use a scrolling palette with large icons for younger children or a standard DPaint style palette.
- Tools You can even restrict the amount of tools that the user has access to!! This means that you can set up CP so that only the older children can use certain tools.
- Icons Each child can either can use all the "stickers" or their own particular sets e.g. war, space, animals, cartoons etc.!!
- GUI There will be a number of GUIs to choose from paint, flowers, shapes (the standard interface) and war. (+ possibly even more!!).
- Screen Blanking CP has its own screen blanker built-in which will have many different, often humourous animations. Each user can have a blanker selected for them according to their taste.
- Sound/Music CP will come with many tracks of stereo sound and plenty of amusing samples to keep your children happy all the time!!
- Graphics You can control how fast animations are, choose between different types of scrolling all for that personal touch!!

GUI \*

CP is full of great graphics... It uses a huge variety of wipes and animations to aid enjoyment of the program as well as to help the user!!

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A Major hit with all the children so far!!

CP has multiple color cycling modes!! CP's tools can all be used with special graphics modes that transform the way they work giving you even more options!!

CP contains the most advanced loading/saving routines for chidren known to man!! These routines are so simple to use yet they are unbelievably complex!! They look great, feel great and cope with a huge amount of errors so that all the children need to do in the easiest routines is to click on the picture they want to paint and you know that they will rarely have a problem!

Memory Handling \*

CP has an amazing UNDO and memory system which will adapt to ever setup to make the most efficient use of what its got. CP's undo system can even resize screens so that the program will never quit!!

# 1.4 Requirements

This version of CP should run on any Amiga® computer or compatible OS from Workbench® v1.3+ with 1MB+ of RAM and a Hard-drive.

Future versions will require:

- \* Workbench 3.x
- \* AGA or Gfx Card
- \* 1.5MB RAM

#### 1.5 Installation

If downloaded from the internet, CP comes as a .lha file. To  $\ \leftarrow$  extract this

file, move it to the directory you would like the files extracted to, double click on its icon and type:

"lha x cp.lha" and all the files will be extracted to that directory.

CP comes with a hard-drive install script that uses the standard Commodore® Installer Version 43.3.

Simply double click on the icon "Install\_CP" and follow the onscreen prompts.

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If any errors occur during installation, the script will try to alert you of the problem encountered and will normally give you some options to choose from.

If, for any reason, the installation is aborted mid-way or a serious error was encountered, all installed files will be removed from your hard drive. If this happens, please try installation in a different directory on your hard-drive. If you are having serious problems installing CP, please write or e-mail:

Cont.act.

# 1.6 Using CP

This section is available to registered users only.

To have all the current limitations  $\begin{array}{c} \text{lifted please} \\ \text{REGISTER} \end{array}$ 

#### 1.7 Limitations

Why Should I Register?

CP is limited to about 12 minutes of user time from the moment the first screen is shown. You must register to have unlimited use of this software.

CP currently comes with a limited number of tools. Registration will allow the user access to many more tools. CP is modular so tools can be written extremely quickly. As a result, registered users of CP will be able to use almost 100 tools eventually.

Only registered users will receive the full HTML documentation which will include a lot of text and pictures to aid the understanding and usage of this product.

REGISTER

### 1.8 Registration

CP Version 0.206 is shareware and as such has certain RESTRICTIONS imposed.

Registration is very cheap and has many advantages...

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- Unlimited use of CP (No time restrictions!!)
- Full HTML documentation only registered users will recieve the FULL documentation which includes a lot of information and pictures to aid your usage of this product.
- You will recieve all future shareware versions of CP free of charge this means versions 0.206 to 0.9!!
  (N.B. free via email only, see below for costs for normal mail)
- You will be made a member of the Mystique Constant Upgrade Program.
   You'll receive all new versions of CP as soon as they come out and will recieve excellent customer support.
- You will be entitled to special upgrade offers when the full commercial version 1.0 is released.

PRICES ************************************
VIA E-MAIL £5.00 (ENTIRE WORLD)
ON DISK VIA NORMAL MAIL £7.00 (UK & EIRE) (INCLUDES P&P AND PRICE OF DISKS) £7.50 (REST OF EUROPE) £8.00 (REST OF WORLD)
UPDATES
VIA EMAIL FREE!! (ENTIRE WORLD)
ON DISK VIA NORMAL MAIL £2.00 (UK & EIRE) (INCLUDES P&P AND PRICE OF DISKS) £2.40 (REST OF EUROPE) £2.60 (REST OF WORLD)
METHODS OF PAYMENT ************************************
We cannot accept Credit Cards etc. at this time. (Maybe in the future)
Make cheques/postal orders out to Mystique Corporation International Ltd
Send cheques/postal orders to 13 Ardmore Park Belfast BT10 OJJ NORTHERN IRELAND
Don't forget to include your personal details (Name, address etc.)
TIPS FOR SENDING PAYMENT ****************************
UK AND IRELAND - Please send only send postal orders or cheques to the above address.
REST OF WORLD - Place any cash being sent in a sheet of tinfoil then wrap

this with your registration letter before placing in a strong envelope.

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IF YOU SEND CASH IT IS AT YOUR OWN RISK. IF THE MONEY DOES NOT REACH US, WE CANNOT BE RESPONSIBLE FOR ANY LOSSES INCURRED.

PLEASE USE THE CUSTOM-MADE

ORDERFORM

#### 1.9 Thanks...

CP has taken a lot of time to develop this far.

It would have taken a lot longer without the help of some people.

So, Thanks go to...

Dietmar Eilert for his wonderful GoldED.

John Paul Copeland for his help with PicassoII compatability.

# 1.10 How to contact Mystique

Please send us your comments (however good or bad), suggestions and bug reports...

E-mail us at cp@mystcorp.u-net.com

Snail-Mail us at Mystique Corporation

13 Ardmore Park

Belfast BT10 OJJ

Northern Ireland

Visit the CP Home Pages and support site at;

www.mystcorp.u-net.com

### 1.11 **Bugs**

Current notable bugs/limitations.

CP Version 0.206 will not cause your system to crash. However, in the unlikely event of some hack causing CP to fail, please contact

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us.

a hard drive, not on the root volume.

Version 0.20 \_\_\_\_\_

The name selection screen "OTHER" does not yet work properly. It won't do any harm, but we advise against its use.

CP's system files must all be kept intact. If any of the CP files are deleted, CP may not be able to run. This limitation will be removed in a future version of CP.

# 1.12 history

The HIStory Of CP
CP has been in development now since 1993. It has gone through some amazing transformations in the past few years and will be going through many more over the next year.
Changes since CP Version 0.1
Version 0.15
PERFECTED SCROLLING!!! CP has a new advanced scrolling mechanism which scrolls fluidly on all set-ups. Scroll speeds are exactly the same now, no matter what tool you are using!!
NTSC compatibility introduced. CP now adapts (crudely) for NTSC users.
Better graphics. CP has had some changes to some of its graphics with even a few extra screens!!
Other minor improvements. (Samples have been allocated properly among other things).
Version 0.16
Fixed bugs in "Load Picture" which caused CP to quit.
Also enhanced the look of the "Load Picture" routine.
Added "Please Wait" dialogue box to the Control Menu to alert users that the delay on leaving the control menu is meant and not an error.
Added "Pick A Picture To Load" Text to loading routines.
Fixed bug in installer which meant CP would only install to a directory on

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Updated the intro sequence with better, more linear graphics (no messy multiple screens).

Updated MOST other graphics to a more pleasing, three-D effect.

Added new pictures to the Main and IO menus.

Introduced a keyfile system to reward people who send an E-Mail.

Added 2 new Preference sections covering:

Users' Names
Users' Samples (Not Yet Implemented - NYI)
No. of Users

Method for name selection (NYI)

Mouse Use
Help Menu On/Off (NYI)
Startup Options
Color selection methods
Youkeard Enabled (Disable

Keyboard Enabled/Disabled (Partly implemented - use advised AGAINST!!)

Added other minor system fixes.

Created new fonts and adapted program for their use.

Created two small, very basic (Crap!!) anims, just to give users something to look at.

Updated the Installer File (now works perfectly).

Removed the need for a CPSYSPREFS file to be in your S: drawer, CP now uses a system assign.

Version 0.205

Added a full help system to the preferences section of the program.

Added a NEW Preference section which allows the person setting up the program to choose which tools their children are allowed access to.

Each tool now has a difficulty rating which parents can use as a guide to choosing tools for their children.

Added new drawing mode for younger users (2-4) which means that, to draw, they only have to click to start drawing and click to stop drawing!

Added a NEW, partly-finished Preference section which currently only covers disc access issues.

You can now select how much disc access the current user should be given. Covers such things as loading and saving and the selection of disks.

Restored full NTSC compatibility (Temporarily abandonded for Version 0.20!).

Added many more wipes to the Preference section making its use much more

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#### fluid!!

Fixed up the sticker menu - now the stickers update properly on screen. Also fixed a bug which wouldn't let users pick a new sticker until they had scrolled through the bank of stickers.

Finally got rid of the bug that caused CP to quit if a screen size of less than 400 was selected - screen sizes right from 336 pixels wide can now be selected.

Updated the ending sequence of the program.

Other minor system changes, modifications and extras.

Version 0.206\_\_\_\_\_

Minor release to update a few parts of Version 0.205 while the conversion to C code is taking place.

Updated Documentation covering Registration details and the future Features, Specs and Limitations of CP.

Crude fix of Naming Routines when 'Other' is selected. Graphics still distorted somewhat, but overall function much clearer and reliable now :)

Updated some text in the software, specifically the registration/restriction details and the Copyright Notices/Contact Addresses.

Mystique Incorporated as:

Mystique Corporation International Ltd

New logo and text added to software to represent change.

Work on next big version change progressing well.....

Now check out CP's

future

It's much more exciting...

#### 1.13 What's to come...!!

As the list of features shows, CP's future is looking bright!

CP is modular and the bulk of the work has already been done. It is very open so lots more features can be added without affecting the current code. This also means that, since the new code won't affect the old, the older code can be continually refined without having to refine all the new modules as well.

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And that is good news for you...

Because this means that CP can only get better. The older modules can only become more advanced and the new modules can only add to the fun experience that is CP.

We can see the end of the road however - CP Version 3.0 in a world where Gateway 2000 got the balance right (i.e. R&D + Advertising), the Power Amiga controls most of the devices in our homes and the major development in going from CP Version 2.0 to 3.0 is voice recognition! Roll on 23 June 2000!!

However, on a more serious note...

NEW features of CP version 0.25:

- \* Being written in C code for 68K and possibly even PowerPC dramatic speed increase!!
- \* Full localization.
- \* RTG support if you have a monitor, CP will now be promoted.
- \* Extra features all of the suggestions over the past three months will be implemented a huge number of add ons!!
- \* Full Preferences control at long last, CP will be fully configurable.
- \* IFF support.
- \* Full HTML Docs (Registered version only).
- \* Animations the first (preliminary) animations will be added.
- \* And many more enhancements in what will be CP's greatest update yet!!

#### 1.14 Fill this in NOW!!

Please rush me a copy of the am	azing CP!!
I would like to receive CP via	E-Mail    (Tick Here) OR
	Normal Mail    (Tick Here)
*********	*************
E-Mail Address	
Name	
Address	

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Postcode/ZIP	
City	
State/County	
Country	
*****	*****************
I have enclo	sed foreign cash   AMOUNT
OR I have enclo	sed an English/Irish Postal Order    AMOUNT
OR I have enclo	sed an English/Irish Cheque   AMOUNT
******	*********************
Make cheques	/postal orders out to "Mystique Corporation International Ltd"
Send to	Mystique Corporation
	13 Ardmore Park
	Belfast
	BT10 OJJ Northern Ireland

Thank you for registering CP!! We hope that you will enjoy this product.

# 1.15 CP Copyright Notice

CP and all associated files are Copyright © Mystique Corporation 1997-1998. All rights reserved.

Amiga® and Workbench® are trademarks of Amiga International Inc.

Mystique Corporaton is a company limited by guarantee and registered in the UK as Mystique Corporation International  ${\tt Ltd}$ 

CP Version  $0.206\ \text{MUST}$  NOT be distributed in any form other than its site and the Aminet.

Distribution (on CD, by PD Houses, by BBSs etc.) will be allowed with a later version (probably 0.3).

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#### 1.16 DISCLAIMER

Every effort has be taken to make CP as error free as possible.

HOWEVER, YOU USE CP AT YOUR OWN RISK.

WE ACCEPT NO REPONSIBILITY FOR ANY DAMAGE TO YOU SYSTEM OR FILES AS A RESULT, INDIRECTLY OR DIRECTLY OF THE USE OF THIS SOFTWARE.

## 1.17 Assigning CP

CP needs an assign in S:User-startup to run properly.

The installer modifies the file S:User-startup to assign CP when your machine is booted.

For this assign to work, you must reboot after installing CP.

If you  $\ensuremath{\mathsf{DIDN'T}}$  and you got the message  $\ensuremath{\mathsf{CP}}$  needs an assign then you should reboot now.

If you DID reboot after installing CP, then the installer may have been unable to add an assign in your S:User-startup file.

To add an assign in the user-startup file, follow these steps:

Open the file S:Startup-sequence with a text editor and look for the line;

Execute S:User-startup

If this line is not there, add it BEFORE LoadWB

Now, if the file S:User-startup exists, add the following line to it;

Assign CP: \*\*\*\*:????/CP/CP

(Where \*\*\*\*:???? is the directory where the main folder CP is installed)

Otherwise create a new file, add the above line, then save this new file as S:User-startup.

Reboot, and enjoy CP!!

If you need any help, just contact us.