

# **MUIBackgammon**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> MUIBackgammon		
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# Chapter 1

# MUIBackgammon

## 1.1 MUIBackgammon

MUIBackgammon

V1.00 (00.00.96)

a

MUI  
based backgammon game

Marc Ewert © 1996

Some introducing stuff...

~Introduction~  
... What is that all about?

~Requirements~  
... What kind of hard-/software do I need?

~Installation~  
... How do I install MUIBackgammon?

Ready for take off...

~Start~  
... How getting started?

~Usage~  
... How does MUIBackgammon work?

Epilog...

Thanks to

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... Which Utilities did I use for MUIBackgammon?

ToDo  
... What has the future in store?

Author  
... Who wrote the whole stuff?

## 1.2 Introduction

Introduction:=====

MUIBackgammon is a  
MUI  
based backgammon game. This version is freeware, so  
you can freely copy it, but the rights remains to me.

You use MUIBackgammon at your own risk, the  
author  
isn't responsible for any  
damages, MUIBackgammon possibly causes!

On my computer the program never caused a bad fault, so I think, that  
nothing could happen. The actual version hasn't even caused a guru on my  
computer yet.

## 1.3 Requirements

Requirements:=====

MUIBackgammon should work on all Amigas with WB 2.0, MUI 3.0 and better. I  
programmed it on a 68000 with WB 3.1 and MUI 3.3.

## 1.4 Installation

Installation:=====

Just copy the MUIBackgammon drawer to a place which suits you. Nothing else  
has to be done.

## 1.5 Start

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Start:=====

You can start MUIBackgammon from either Workbench or Shell.

Starting from Workbench:

Switch to the drawer, where MUIBackgammon resides in and doubleclick on the MUIbg icon. There's a tootype parameter, called FROM, to select a configuration file. The standard configuration file is ENV:MUIBackgammon. If you save a configuration file with an icon, than you're even able to doubleclick on that project icon.

Starting from Shell:

Switch to the MUIBackgammon drawer and tip in MUIbg or type MUIbg with the absolute path. You can use the FROM parameter for loading a configuration file. If you type MUIbg ?, the template will be shown. Well, just amigalike ;-)

## 1.6 Usage

Usage:=====

In the main window you can find the  
backgammon board  
, some  
buttons  
, a few

status displays  
and a button to start the  
configuration editor  
. There's also

a

menu  
for extended configuration control of MUIBackgammon.

The whole game is very simple and intuitive. At the beginning the two dice are thrown, the first one for white (player1), the second one for black (player2). The player with the biggest pip starts. The human player has to click on the start field first and than on the target field. If the move is legal it will be shown on the board, otherwise the screen will flash. I hope, that I've implemented the official backgammon rules (if they exist). Perhaps there's somebody, who can email me a copy of them.

## 1.7 Board

Board:=====

The backgammon board consists of the well known three-cornered fields, the

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two bars in the middle and the two target fields at the edge of the board. If you don't like my favourite initial setting, don't be sad. You can go to the

configuration editor

to select a new initial setting up for the four components of the backgammon board. Currently only six stones per field are visible. Perhaps next time I implement a better graphical solution.

## 1.8 Buttons

Buttons:=====

Play: If you don't know which move to select, you can click on "Play", and the computer calculates the next move.

Back: Undo last move.

New: Start a new game.

Modus: The modus can be "play": just playing backgammon, or "set": making any move you want.

## 1.9 Status displays

Status displays:=====

Here you can see the messages of MUIBackgammon

Moves: The number of moves left.

Rating: The rating of the actual game position.

White target: The number of white stones on the target field.

Black target: The number of black stones on the target field.

List: All other messages.

## 1.10 Configuration editor

Configuration editor:=====

General:

General settings of MUIBackgammon

Player1: The status of player1.

Player2: The status of player2.

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It's possible to let the computer play versus himself.

Trace: "on" means that the computer waits for pressing the play button, everytime he has to make the next move.

Level: Difficulty level, please select the highest. It's certain not too difficult.

Board:

Configuration of the board.

Blink: Number of the blinks, when the computer makes his move.

Blinktime: Time between the blinks.

Boardtype: Type of the board. To explain it, I use the abbreviations I for white homefield, II for white forefield, III for black forefield and IV for black homefield, than the boardtype means:

0 =>IIIIIV III

1 =>IVIII III

2 =>III IIIIV

3 =>III IVIII

I hope, that I've considered every possible configuration. If there's one left, please email me.

White stones: Colour of the white stones.

Black stones: Colour of the black stones.

White fields: Colour of the white fields. The fields will be dithert, so you can use the same colours for the fields and the stones (Sorry, I've no gfx card)

Black fields: Colour of the black fields.

AI:

Configure the rating function

AI configuration: Opens the  
AI editor

.

Buttons:

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Saving, loading, ...

Save: Saves the configuration in ENVARC:MUIBackgammon, so you can turn off the computer and the next time you play the game, you have the same configuration.

Use: Saves the configuration in ENV:MUIBackgammon, so you can leave the program and next time you start it, you have the same configuration. But if you reset the computer you lose the configuration.

Load: Loads the configuration from ENV:MUIBackgammon.

## 1.11 AI editor

AI editor:=====

Here you can configure the rating functions seperately for white and black.

Bar: Points for stones on the bar.

Single: Points for single stones.

SingleProb: Points for single stones in relation to the probability to be stroken

Distance: Points for distance from homefield.

Six: Points for fields with six or more stones.

Block: Points for blocks, groups of fields with two or more stones.

Target: Points for stones on the target field.

Home: Points for stones in the homefield.

Distribution: Points for the distribution of the stones in the homefield.

If you e.g. decrease the number of the points for bar and single on the left side and don't change the right side accordingly, than you create an aggressive player, who wants to harm the rival.

## 1.12 Menu

Menu:=====

Corresponds to the standard WB preferences menus

Project:

About MUIBackgammon: Some information about MUIBackgammon.

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Open: Asks for a configuration file to load.

Save as: Asks for a configuration file to save.

Quit: Quits the program.

Defaults:

reset to defaults: Initialize the program settings.

last saved: Loads configuration file ENVARC:MUIBackgammon.

reset: Loads configuration file ENV:MUIBackgammon.

Options:

Create icons: Select if you want to create an icon with your configuration files.

## 1.13 ToDo

ToDo:=====

- \* Better graphics
- \* Better rating function
- \* Tournament modus
- \* Visiting an english course ;-)
- ...

## 1.14 Thanks to

Thanks to:=====

I've used the following tools for implementing MUIBackgammon:

CatEdit © Rafael D'Halleweyn

FlexCat © Jochen Wiedmann

MUI © Stefan Stuntz

M2Amiga © A+L AG

## 1.15 Author

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Author:=====

The whole thing has been written by Marc Ewert.

If you want to write me an email, send it to <ewertmac@cs.tu-berlin.de>. I would be happy to hear, if you like or dislike MUIBackgammon. (And I would be happy to get nicer icons)

## 1.16 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$

20.

to

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