ponder

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COLLABORATORS

	TITLE : ponder		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Jens Tröger	October 17, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ponder

1.1   Something I want to say ;)

```
                        This world is crying to be free
        This world is dying can't you see
        We need a turn to do it right
        We need a mind-revolution
        To get away from this selfishness
        Stop playing blind - break free




                        © 1991 by Helloween,
                        taken from the genious song "Your turn"
```

```
        Goon
```

1.2   And go....

```
                                Ponder v1.0c

        (c) 1995-1996 by Jens Tröger. All rights reserved.


Ponder is a little
                game
                 for workbench. I tried to make it fontsensitive and
I think it is. Ponder was written in Assembler and that means it is very
short and fast. I hope this. I kept care for the Amiga-Style-Guides and I
```

never had any problem with Ponder.

Ponder is

                Freeware

                .

And now select !!

                About
                                    about Ponder and greez and so

                How to play
                            the way to play/Notes

                Install
                                where to put in and what it requires

                Usage
                                how to use Ponder

                History
                                revision history of Ponder

                Bugreport
                            if a bug creeps up...

If you'll put Ponder to a PD-Disk so you have to use the whole package and
you must contact me and send me this disk. The actual Ponder-package owns
(actual version 1.0c):   – Ponder
                                                – Ponder.info
                                                – Ponder_D.guide
                                                – Ponder_D.guide.info
                                                – Ponder_E.guide
                                                – Ponder_E.guide.info
                                                – catalogs/deutsch/ponder.catalog
                                                – catalogs/ponder.ct
                                                – catalogs/ponder.cd

NOTE: Ponder is _NOT_ my own idea, I know of "Aniso" and this is copyright
© 1992 by Barry McConnel. I could not ask him but I hope he likes Ponder.

...and now have fun with Ponder !!

1.3 What a game is...

You don't know what a game is ?! So meet your next PC-Distributer and he can
tell you!

1.4   Freeware

Freeware is a part of Public-Domain-Software, that is freely ↩
distributable,
but still copyright by the author. That means, you can copy Ponder 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 Ponder. So the others will
know,
how to play
Ponder. Thanx !

1.5   How to play Ponder

The sense is: rebuilt the left field using the right one. But it's not as
simple as it seems: you can click every button only once a time. If this
button has a neighbour, this neighbour will decrement with one. But if a
neighbour is set to four, it will become one!

Well, thats all. But try it so you will love it... ;)

1.6   About Ponder

Ponder is copyright (c) 1995-1996 by Jens Tröger
All rights are reserved.

Ponder is
Freeware
.

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

Ponder requieres AmigaOS version 2.0 or better.

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

Greez fly to the following guys:
  Knuddel ;)
  "PackMAN" Falk Zühlsdorff (re)
  "Zet" Mathias Zinke (Oooooooomph ;)
  Marcus Wendler (C U)
  Jana Tröger (my sweet sister :)
  Rübezahl & Co (fuck PC !)
  LazyJoe, ZZA   (thanx for help anyway!)

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

```
Post:              Jens Tröger
                   Hochschulstrasse 48 11-4
                   01069 Dresden
                   GERMANY

E-Mail:            jt18@irz.inf.tu-dresden.de
                   troeger@rmhs2.urz.tu-dresden.de

IRC:               NICK: savage
                   CHANNEL: look for me at #amigager
```

NOTE: the statement down in the About-requester was taken from the song
"Your turn" by Helloween. Listen to their music (better their older lp's)
and keep care for their texts!

Against Techno and this other shit!! ["Rooooobbbbbbyyyyyyy" 8-( ]

"Make a step on your stairway, one step closer to what you live for"
"Across the universe you smell the smell of lies"
"When the sinner searches sin it's all of us, when we finally search inside
 it's under us."
                              Helloween

1.7 Installation of Ponder

You can copy Ponder where you want to - it does not require any external
ressources or files. But if you have installed the locale library you may
copy the catalog files (your prefered language) to their default directories.

If possible please put asl.library and icon.library (both are AmigaOS
system-files) to your LIBS: directory.

1.8 How to use Ponder

The menus are easy to use:

```
Project
   About    opens a simple requester
   Font...  lets you select a font for the playfields, not the state-line
   Quit     you will leave the game (or press the CloseGadget)

Game
   Width    sets the width of the playfield
   Height   see Width
   Retry    you can retry  ;)
   New      shuffles a new source field
```

Use the SizeGadget to size the window. Now it's special that Ponder tries
to open a bigger playfield-font and scales this font to the optimale size!

And Ponder understands these Tooltypes:

```
FONT      specify the playfield font
SIZE      specify the fonts size
```

You don't need to set both, if you use only one or none of them Ponder
uses for the other one the screenfont-name or -size or both!

```
WWIDTH    set the _INNER_ width of the Ponderwindow
WHEIGHT   set the _INNER_ height of the Ponderwindow
```

These values are used for windows minimum dimensions too!

```
GWIDTH    width of playfield  (1-10 allowed!!)
GHEIGHT   height of the playfield (1-10 allowed!!)
```

If you want Ponder a new language, translate the ponder.ct file (placed in
the locale dir of the ponder archive) into this language and "compile" it
with maybe MakeCat by PALADIN SOFTWARE. If you have created a new catalog
I want to please you to send this catalog to me so I can put it into
the Ponder package and release it.

1.9   Revision history

```
v1.0   all works but trouble with gadget texts

v1.0a  new gadget creation routine, wbstartup added

v1.0b  modified rnd seed and source shuffle, bug in gadget creation
       removed, added error message handling

v1.0c  Backfill-Pattern-Bug removed, system check (OS 2.0) added,
       tooltypes added, playfield-font size-adaption added, userfont
       selection added (special thanx for suggestions to Scott),
       much optimized
```

1.10   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.
```

```
============================ CUT HERE ============================


Your Configuration:

   [] A500      []A1000     []A2500      []A1200       []CDTV/CD32
```

```
   [] A600      []A2000      []A3000      []A4000        []Other

   KS Version_____    RAM_____    Other HW_____

   WB Version_____     HD_____
Please explain the problem as completely as possible:

   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
```