AmigaGuide

COLLABORATORS

	TITLE : AmigaGuide		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

AmigaGuide

1.1 Sorksemmelvostek - the voxelengine

Sorksemmelvostek v. 0.501ß released 6/5 1997 by Merko

Requirements
    You need AGA, a Joystick, 250Kb chip, and 1Mb fastmem.

Legal stuff
    Unnecessary information

Installation
    Just put it anywhere

Quick start
    Run it, and play around..

Introduction
    What is it? (If it didn't work)

Controls
    How to use your joystick, plus more.

Known bugs
    It's not yet perfect..

Future
    ..but maybe it will be?

Contacting me
    Although I need your help then.

                          Thanks
                                Thanks.

1.2   Requirements

You need AGA, a Joystick, 250Kb chip and 1Mb fastmem.

'030 at 50Mhz or better is reccomended. However, the speed of your memory is
also very important. If you have a fast processor, and Sork runs slowly, it
may be because of slow fastmem.
On a Blizzard 1230/50 it should be about 14fps when you're moving around on
the surface.

1.3   Why are you reading this?!

I already told you, just put it anywhere.

Oh, if you have lowlevel.library in Libs: you can delete it from the Sork
directory, and save 7k.

Anyway, this is what the directory structure should look like:

```
Sork <DIR>
  Sorksemmelvostek
  Start
  Start.info
  Sorksemmelvostek.guide
  Sorksemmelvostek.guide.info
  lowlevel.library
  Data <DIR>
    Map
    Sky
```

1.4   What you really need to know

                Start Sorksemmelvostek, select low-res, click in the screen to ←
                    activate it,
then use your joystick to steer around.

Then you will want to try out the keyboard controls and settings. Sork runs on
a normal Amiga screen and multitasks, so just keep this guide open and refer
to the page
                Controls
                 for a full list of available controls.

Note: Use HELP to pause Sork, if the computer appears to hang. I don't know
how, but running at priority 1 it still seems to be able to block the system
completely sometimes..

1.5 Legal stuff

This program is Copyright ©1997 by Merko.

It may not be given away freely, and must only be sold for huge sums of money.

Use this program at your own risk – it's dangerous.

lowlevel.library is copyright © Amiga International.
I don't think it's freely distributable really but I doubt they'll sue me.

1.6 Introduction

                This is a voxelengine. It shows a landscape in a 3d-ish view, and ←
                    allows you
to move around on the surface as well as in the air. Controls for 'flying'
leave a lot to be desired, though.

Features:

 · Fast.

 · Much longer view than other voxels I've seen.

 · Supports different screenmodes. Screensize is always 320x256 though.
   Try out hires interlaced for a nice looking quarterscreen view.

 · Rotation along all three axis, although roll and up/down
         rotations are a fake. They look good when rotation is
   around -30 to 30 degrees though, which is what is needed normally.

 · Supports mapsizes of almost any size. (Well, the engine does, this
   version is fixed for a 512x512
                voxelmap
                 .

 · Fully multitasking.

Note: Use HELP to pause Sork, if the computer appears to hang. I don't know
how, but running at priority 1 it still seems to be able to block the system
completely sometimes..

1.7 About the map

                The voxelmap in this version is generated in VistaLite, given away ←
                    by CUAmiga.
Unfortunately, VistaLite doesn't produce very good results, so I'm sure it

would be possible to make a landscape that looks much better than this.

If you have any ideas about how to do it –
                contact me
                !

The sky is drawn by me using several different graphics programs.

1.8 Full controls

```
     Joystick:
       Up    - Accelerate.
       Down    - Decelerate.
       Left    - Turn left.
       Right   - Solve world poverty.
       Fire    - Rise.

     Keyboard: (Not the numerical keys)

   HELP    - Pause. Was supposed to display all sorts of fancy
        info, but that has to wait until next version.

   1-8  - Select rendering quality. 1 is best, 8 looks awful.
        Default is 3.

   9   - Short(er) view, rendering quality 3
   0   - Even shorter view, rendering quality 3
        (These are just to show that it doesn't make
         much difference)

   F10  - Turn on some timings for statistics. When you press
        F10, nothing will appear to happen, but when you
        quit Sork a requester will appear with some stats.
        This is not done in an OS-legal way, and will cause
        some enforcerhits.
        Oh, by the way, the last figure displayed is the
        framerate multiplied by 100. The first ones tell how
        many parts per mille a certain task takes of the
        total time Sork has been active. 'C2P' is a bit
        misleading, perhaps 'copying to chipmem' would be
        better, since that's what takes so much time.

   Esc  - Quit.
```

1.9 Known bugs

Bug #1:   If you go way too fast, all sorts of weird things can happen.

Solution: Don't go way too fast.

```
Bug #2:   Occationally the screen update flickers horribly.

Solution: Tell me to fix it.


Bug #3:   Some bugs are missing in this list.

Solution: Report them to me.
```

1.10 Future

```
Ok, if I get some feedback I'll release a new version.

But then I would have to
```

  · Fix all known bugs

  · Put in a speed limit

  · Add some different chunky-2-planar routines for differently specced
    Amigas.

  · Add 1x1/2x1/1x2/2x2 modes instead of fixed 2x1 like in this version.

  · Add CGfx-support (I need a few persons to test this though)

  · Improve the steering

  · Make rendering faster with high views

```
and/or perhaps something else, but I won't do it if noone likes this version.
```

1.11 Contact me

```
If you want to contact me, you have to be quick. My current E-mail address
will expire on June 1st 1997, so don't send anything to this address after
that date. Hopefully I will be able to state my new E-mail in the next version
of Sork.

Anyway, until **June 1st 1997** you can write to

JRo0605@ba.ssdn.skelleftea.se

if you have any bug reports, suggestions, unconstructive critisisms, job
offers, tips on how to get cheap Gfx-cards for A1200, or if you want
information about colours.
```

1.12 Thanks to

Thanks to Mikael Kalms for the chunky-to-planar routine.

Thanks to Erik Eklund for teaching me how to program in Asm.

Thanks to Mats Forsberg & Simon Kågedal for helping with the poetry.

Thanks to TFA and Rune Gram-Madsen for AsmOne

Thanks to Jay Miner and the rest of the team for the Amiga.

'Fingers-crossed'-thanks to Gateway2000 for buying the Amiga.
      (1½ year ago I would have put Escom here..)

Thanks to Phase5 for keeping my hope alive that computing still may be
fun in five years time.

1.13   Who am I?

My real name is Johan Rönnblom, I'm 18 years old and live in Skellefteå,
Sweden. It was about a year ago when I first started to learn assembler,
although before that I had been playing around with Amos quite a lot.
However, all my Amos projects became impossible to realise because sooner or
later some bugs in Amos appeared that were only possible to avoid by
workarounds or by doing totally senseless things like putting in extra
commands that did nothing useful.

Right now I'm thinking about learning C, but since I can't afford StormC it
has to be Gnu. The problem with Gnu is that it is command line based and
completely beginner-unfriendly. So the first problem I have to solve is how to
integrate it with some good texteditor to make it useable, then I can start to
think about learning C.

Of course, that's not too much work, but then I am extremely lazy when it
comes to such things.

1.14   What has happened?

Ok, here is a quick summary of history so far:

(You have to understand that I cannot include the whole history; it would take
 up almost as much space as this entire guidefile!)

1814 - History is invented by R. J. Rogers, from Mowahemba, Switzerland.

1815 - Only one year later, the first historical event takes place:
       The building of the worlds largest elk-shaped cathedral in Zagreb.

1818 - For two years, nothing happens, but then suddenly Rembrandt paints his
       most widely known painting; The Drunk Archer, by mistake.

1826 - Many ducks and kettlefish start to behave strangely. This has never

been satisfactorily explained.

1833 – Europe is discovered by Trevor Dagnemann from Antwerpen.

1833 – Trevor Dagnemann is killed in a fight with his neighbour and friend
       Saladin The Great in a dispute about who was first to discover Europe.

1841 – Emilio Martinez (popularly called 'Fish') is the first man to be born
       in the 19th century. His mother is said to have been very happy.

1869 – The entire history between 1828 and 1864 is lost in a fire.

1874 – Argentina agrees with Lenin to build the Atlantic Ocean.

1874 – The first shovel of gravel is taken for the Atlantic Ocean project.

1888 – The first year with three eights in a row is celebrated in Korea,
       Indonesia, Australia, Togo, Spain and the city of Kreçnet, Slovakia.
       Emilio 'Fish' Martinez is not invited and declares war to Indonesia.

1888 – Emilio wins his first and only victory at Keratao.

1888 – Emilio gets captured by the enemy but is released later the same day.

1888 – Emilio dies of pneumonia after having been captured and released by
       Indonesian soldiers the very same day.

1893 – The Atlantic Ocean is ready after six years of hard work, and a long
       argument between Lenin and his mother about the need of another vile
       friend.

1901 – Finally, someone manages to distill liquor out of the poisonous
       daka-tree in Malawi. The discoverers name is now long since forgotten.

1905 – Henning Beerkwöegen, Denmark, holds his breath for twenty-four minutes,
       an event which sets the start for another popular spectator sport.

1911 – Australian engineers come up with the idea to fill the entire
       Atlantic Ocean with water.

1921 – History is banned in most of the civilized world, after the unlucky
       event with the wrestlers and the electric fence in Kyoto.

1963 – The Japanese revolution spreads all over the world and fills people
       with new hope.

1965 – Guyana is proclaimed the capital of Albania; great confusion erupts.

1969 – A court in Diskusbrocken, Pompoland, decides that it is enough of
       foolery and that everything must return to normal again.

1972 – The body of Emilio 'Fish' Martinez is found in a box of chocolates from
       a well known chocolate manufacturer. The explanation of this odd event
       is not found until three months later, by Emilios mother Olga Martinez.

1976 – The olympic games take place in Münich.

1977 - Zuljia Hrevets invents music, and is awarded the Nobel Prize.

1983 - A barman in Düsseldorf gets shot from 836.22 meters, which was a new
       world record.

1986 - R. J. Rogers dies in his home in Mowahemba, after writing History for
       nearly 126 years.

1.15   Nerpdremessendeterylism

That caught your attention, right?
Well, the next page is much more interesting.

1.16   The inferior instrument.

Ukuleles are of no use. Balalaikas are much better.

There was a poor bear from Berlin,
who felt empty and pointless within.
So he asked himself 'Why,
dont I go and die?'
Then he killed himself with a balalaika.

There once was a Pole with some knives,
who constantly took peoples lives.
Then one day he thought,
that if he'd get caught,
he'd kill himself with a balalaika.

One day a man in Limerick
tried hard to come up with some trick.
He found up a rhyme,
which still in our time
makes people kill themselves with balalaikas.

An evil disease from Kambodja
Infected a dentist named Roger
His feet went so numb,
and his eye! And his thumb!
And his liver went muddier and muddier.

(Later, he killed himself with a balalaika)

1.17   The Ukulele page.

This is not the Ukulele page.

1.18   Interesting fact #322:

"Vista Lite" means "Vista 'a bit'" in Swedish.

1.19   What can we find in this guide?

Address

Bugs

Controls

Directory structure

Erik Eklund

Future

Gateway 2000

History

Introduction

Johan Rönnblom

Kalms, Mikael

Legal stuff

Merko

Nerpdremessendeterylism

Overview

Pause

Quick start

Requirements

Sky

Thanks

Ukuleles

Vista Lite

World

X-rotation

```
Yellow

Z-rotation
```

```
Yellow

Z-rotation
```