

Viper

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COLLABORATORS

	<i>TITLE :</i> Viper		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Contents

1	Viper	1
1.1	Viper Documentation	1
1.2	Introduction	1
1.3	System Requirements	2
1.4	Installation	2
1.5	Viper Docs	3
1.6	Tournament Docs	4
1.7	GetModeID program	5
1.8	Troubleshooting	5
1.9	Out of Memory	6
1.10	Unknown screen mode	6
1.11	Program Crashed	6
1.12	File List	6
1.13	Overscan Screen	7
1.14	Enforcer hit	8
1.15	Display Breakdown	8
1.16	Bug Reports	8
1.17	Registration Info	8
1.18	Credits / History	9
1.19	Author Contact Addresses	10

Chapter 1

Viper

1.1 Viper Documentation

Viper Game Documentation 1.2

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1. [Introduction](#)
2. [System Requirements](#)
3. [Installation](#)
4. [Viper Docs](#)
5. [Tournament Docs](#)
6. [GetModeID program](#)
7. [Troubleshooting](#)
8. [Bug Reports](#)
9. [Credits / History / To do List](#)
10. [Registration Info](#)

SHAREWARE VERSION NOTES

This is the shareware version of Viper which has only three players active instead of six. Also, the tournament program will not save your stats although you can use it completely. These notes supercede any other mention of these features throughout this documentation. To get the full version, see the registration info. As an added bonus for registering, you will get a HAM8 title picture.

1.2 Introduction

Viper is a snake game, but is not just another snake game. The most impressive feature is that it allows you to steer in any direction (at any angle). It also allows up to six computer or human controlled players.

Give it a try, I think you'll like it.

The idea for Viper came from a shareware game called Dune III

(which has nothing to do with the commercial games Dune I and Dune II).

Unfortunately, Dune III doesn't like NTSC nor the AGA chipset, runs in low resolution, and doesn't multitask. Hence the interest in writing an AGA version which solves the before mentioned problems.

Viper runs in high resolution (non-interlaced) overscan mode,

704 x 467, with 128 colours. Hence it is AGA only. If enough people ask for an ECS version, one may be made. Most importantly Viper will run from the Workbench and multitask; it is completely OS friendly.

Other features include a very extensive tournament/statistics program that opens a window on Workbench and runs the game from there.

The game was written completely with SAS/C 6.51 on an A4000/030 and A1200.

1.3 System Requirements

Viper requires an AGA computer, approximately 700K of hard drive space and approximately 1.1 megs of chip/any ram. It is recommended that the game be run from Workbench (icon or cli) because this will enable a non-interlaced display. If Workbench is not loaded, then the display will be interlaced.

PLEASE NOTE: The registered version can only be run from a hard disk. But the shareware version may be run from a floppy.

Viper also requires Workbench 3.0 installed on your hard drive.

The tournament program uses the helvetica fonts that come with Workbench 3.0.

Make sure the helvetica fonts are in your FONTS: path.

The installation script uses the Commodore Installer which is not included in the installation. It is assumed that you have LhA. The program also uses the freely distributable iff.library (version 23.2) by Christian Weber which is included.

1.4 Installation

The shareware version needs only to install the iff.library to LIBS:. A short Installer script is supplied here to do this.

The registered version of Viper has a hard drive script which will install Viper to the directory of your choice. Just double click on the disk icon and then double click on the HDInstall.

There are two icons included, one is for a regular 4 colour Workbench and the other which conforms to Magic Workbench.

The graphics files are standard iff ILBM graphics and the sound files are standard iff 8SVX sounds. You may change these if you wish, but beware that some of the graphics line up precisely and sounds must be of even length.

1.5 Viper Docs

When you first start Viper you will see the title screen and after a few seconds, the main menu will come up. At the top is a keyboard which shows you which keys control which players.

Bellow this is a box to set the score to play to. Valid scores are from 1 to 80. Default is 30 which should be about a 10 minute game.

The six coloured boxes in the middle of the screen are to set the number and type of players. They default all to off. Pressing the mouse button on one of these buttons causes it to toggle between off/human/computer.

Computer players are represented by a "C" on the button. It is relatively easy to figure out. Just try it.

At the bottom are three buttons. Quit does just that. Start begins a game with the options set above. If this is your first time playing, just press start to try out the game.

The Tour button will take you to the **Tournament** section.

There are keyboard shortcuts for each item on the main menu:

1-6 toggles players

Cur up/down adjusts score to play to

Esc quits

Space starts a game

T enters the tournament section

During the game:

Esc cancels the game and returns to menu

P pause/unpause the game

(the players keys are shown on the menu so you don't have to remember them but here they are anyway.)

`, Tab red players keys

Lshift, Z yellow players keys

B, N blue players keys

/, Rshift green players keys

Del, Help purple players keys

6, 9 cyan players key (numeric keypad)

The game is easy to play, just try to stay alive. Each player has two keys, one to rotate clockwise and the other to rotate counter-clockwise.

Players appear one at a time in a random location. As players die, the game speeds up. The last player alive may continue to try and thread holes for points until they die.

The two coloured bars on the right side of the screen tell you the order

in which players die (left bar), and the approximate number of wins for each player (right bar). If two or more players die at the same time the death bar will split and show all colours of the players that died at the same time. The only thing left to explain is the scoring system. When a player dies, all players that are alive get a point. Two or sometimes even three players die at the same time. In this case none of them get any points but all other players get two or three points respectively. You also get a point for threading a hole. This becomes everyone's strategy for winning the game.

The winner is the first person to reach the set score to win on the menu screen. If two people are tied, a bonus round is played with all players active. So watch out, someone else might sneak up and win!

That's all. It's pretty easy to learn. Please send [us](#) your comments.

If you like it and continue to play it, you are asked to [register](#) for the full game.

1.6 Tournament Docs

The tournament section is accessed by pressing the tournament button from the main menu.

A file requestor will open up asking you to select the tournament you wish to continue. If you wish to start a new tournament just enter a name that doesn't already exist and it will be created.

After entering a tournament you will see a list on the left side of the window which is where you enter the names of the players you want in the tournament. To add a player, click "add" and enter the name and press enter. To delete a player, select him/her and press "del". A requestor comes up asking if you are sure you want to delete a player. Once deleted, the stats are lost for that player. You can rename a player by selecting him/her and then changing their name below.

On the right are six buttons for each of the six positions on the keyboard. These will default to the last game you played unless this is your first game. To set a player to a specific spot, select him/her and then press on the button where he/she wants to play. Do the same for as many people as you want in the current game and press start to begin.

The score of the game will be to that of the menu screen.

After playing a game the tournament is automatically saved. You can press the "Statistics" button to view the overall stats for the players. On this screen is a summary of:

Games played (GP)

Wins (W)

Points (P)

Average points per game (AVG)

Winning percentage (WP)

Lowest score (LO)

Highest score (HI)

for each player as well as the total number of games played in the tournament.

For each tournament there are three files. The default directory is the

"Tours/" directory within the Viper directory. The three files are:

{tourname}.dat - binary of tournament data for program.

{tourname}.his - history text file of scores for every game.

{tourname}.sum - summary text file that looks exactly like statistics screen.

If you want to get rid of a tournament, just delete the three files for it.

To quit the tournament play just close the window and you will return the the Viper menu where you may either quit or continue to play!

1.7 GetModeID program

The included program "GetModeID" will display a screen mode requester from which you can choose a screen mode. The program will then print out what tooltype is needed to run the game in that screen mode. Note that this is only necessary if you do not like the mode the game chooses to run in. You should choose a mode which is at approximately 704x467. If not then you will not be able to see the entire screen.

Example screen modes Tooltype

DbINTSC Hires No Flicker MODEID=99004

DbPAL Hires No Flicker MODEID=a9004

NTSC Hires Lace MODEID=19004

PAL Hires Lace MODEID=29004

1.8 Troubleshooting

Having problems?

1. **The program quits before it finishes loading.**
2. **I get an error like: 'Could not load/open xxxx.'**
3. **I get the error: 'Could not open screen - unknown screen mode.'**
4. **The program crashes.**
5. **I don't get a full overscan screen.**
6. **Found an enforcer hit.**
7. **Display breaks down.**

If your problem is not covered above, or the solutions given do not fix the problem, then send a **bug report** .

1.9 Out of Memory

You've probably run out of memory. Viper requires approximately 1.1 megs of memory. If you don't have that much memory free, then start quitting programs, closing windows and deleting commodities. Viper will run on a standard 2 meg A1200 with Workbench loaded, you should not be required to boot no startup.

If freeing more memory does not solve the problem, then make sure that all the files are present and in their correct directories. See [file list](#) .

1.10 Unknown screen mode

The program failed to find a the required screen mode. This may be due to the lack of a particular monitor driver in your devs/monitors directory.

The program tries to find the best mode for the game that is available. If this should not work, you should force a screen mode by using the [GetModelID](#) program.

1.11 Program Crashed

If the program crashed, then obviously something serious happened.

Viper was written to be as stable as possible running on a multi-tasking Workbench, however it is not perfect. If the game does crash it will probably be because it ran out of memory and couldn't recover. If you suspect this to be the case then try freeing a little more memory and running the game again.

If you had plenty of memory and the program still crashed then something else caused the problem. Check to make sure you have all the needed files in the correct directories. See [file list](#) .

Regardless of whether you solve the problem or not, please still send a [bug report](#) .

1.12 File List

Below is a list of all the files/libraries used by Viper.

libs:iff.library

viper/Viper

viper/Viper.info

viper/graphics/backpic.iff

viper/graphics/brushes.iff
viper/graphics/credits-1.iff
viper/graphics/credits-2.iff
viper/graphics/credits-3.iff
viper/graphics/credits-4.iff
viper/graphics/credits-5.iff
viper/graphics/gameover.iff
viper/graphics/menupic.iff
viper/graphics/pointer.iff
viper/graphics/titlepic.iff
viper/graphics/warpanim.iff
viper/sounds/background.snd
viper/sounds/bounce.snd
viper/sounds/button1.snd
viper/sounds/button2.snd
viper/sounds/button3.snd
viper/sounds/button4.snd
viper/sounds/credits.snd
viper/sounds/doh1.snd
viper/sounds/doh2.snd
viper/sounds/doh3.snd
viper/sounds/doh4.snd
viper/sounds/doh5.snd
viper/sounds/doh6.snd
viper/sounds/fail.snd
viper/sounds/gameover.snd
viper/sounds/laugh.snd
viper/sounds/load.snd
viper/sounds/pause.snd
viper/sounds/start.snd
viper/sounds/thread.snd
viper/sounds/wohoo.snd

1.13 Overscan Screen

Viper requires an overscan screen of 704x467. If your monitor or monitor driver cannot produce such a large display then you won't get a lot out of this game. Those with a Commodore 1942 or compatible monitor and a NTSC/PAL monitor driver should have no problems at all.

If you ran Viper and it chose a screen mode which does not give you a full view then you may have to choose a suitable screen mode yourself.

See [GetModelID](#) .

1.14 Enforcer hit

If you found an enforcer hit then we would definitely like to hear from you. Please send us a copy of the enforcer output, a full description of your computer configuration, type, and exactly what you were doing and what happened when this hit occurred to: [Contact Addresses](#) .

We are aware that Viper causes a single enforcer hit (illegal long read) while it is loading during the intro screen. However, neither of us have an MMU equipped computer nor do we have access to one. Unless someone offers to run a debug version of Viper then the illegal read cannot be fixed since we don't know what is causing it.

1.15 Display Breakdown

If your display does funny things like blanking and switching from 31kHz to 15kHz then you're low on memory, and/or your memory is badly fragmented. I'm not sure if this can be fixed, at the moment I don't know what causes it. The breakdown can be avoided/fixed by making sure there is enough unfragmented memory available (ie. more than approximately 100k of chip) after the program is loaded.

1.16 Bug Reports

Found a bug in the program? We'd like to hear about it. Please contact us: [Contact Addresses](#) .

In your bug report, include a full description of your computer configuration, type, and exactly what you were doing and what happened when this bug occurred. This is important, the more information we have, the faster we can fix the bug.

If you can't find any bugs, congratulations! We would still like to hear from you though. Comments and suggestions for future versions are welcome.

1.17 Registration Info

Registration is only \$10 + \$2 shipping and handling. This covers the disk and shipping charges that will apply in getting it to you. For your \$12, you will get the full version with all six players and full tournament play as well as a special intro picture.

To register send \$12 U.S. cash or money order to:

Viper registration

C/O Robert Drennan

1028 Centre St., R.R.#5

Fenwick, Ontario

L0S 1C0

Canada

Be sure to include your full name and address. We would also like your comments and where you found the shareware version. If you have an internet mailing address, you could also give us that too so that we may better contact you in the future.

Patches for registered owners will be available on Aminet.

We should be able to reply within a week of receiving your money but there may be delays in the mail service so please be patient. Thank you.

1.18 Credits / History

Programming by

Nathaniel Myhre and Robert Drennan

Graphics by

Robert Drennan and Nathaniel Myhre

PROGRAM HISTORY

v1.0 - First public release (94/10/12)

v1.1 - Forgot to include iff.library (94/10/14)

- Better error messages

v1.2 - Program now looks for best available (94/10/27)

screen mode

- Tooltype to force a screen mode

To Do List

The following are things we would like to do for a future release:

1. Instant replays with save feature.
 2. Better score to play to selection for tournament play (registered version).
 3. Better hi-res animated snake pointer.
 4. Great music throughout game (help appreciated here).
 5. Various things in game itself, such as obsticals, warp gates...
 6. ECS version if enough people cry for it, but it will be limited.
-

1.19 Author Contact Addresses

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