

# **QUID\_giude**

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

## QUID\_giude

### 1.1 Quid? English documentation.

Quid ?

A quizgame for everybody.

by Giulio Toffoli

English version by Michele Scillone.

MAIL-WARE

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**Introduction.** What's QUID?.

**System requirements.** What Quid? requires to run.

**Installation.** How to install Quid?.

**The game.** The course of the game.

**Levels.** The levels' partition.

**Game control.** Function of keys.

**QuEd?** Building new levels.

**Copyright** Rights...

**Thanks to...** Thanks...

**Contact the author...** How to contact the author...

### 1.2 Introduction

Welcome to Quid?...

First of all thanks for coming into contact with QUID? !

What's "QUID?" ?

Quid? is a simple, multiple answers quizgame based on images.

Quid? characteristics are:

- It runs in complete multitasking with Operative System.
  - It can be run from **WorkBench** or from **Shell** .
-

- 256 colour screens in HIRES LACED 640x512 mode or **VGA:Productivity** 640x480 NOT LACED !
- The possibility to handle up to 100 **levels** of 12 questions each.
- The possibility to create custom levels through an intuitive, suited to the end program (**QuEd?**) .
- Images handling through DataTypes (and the possibility to use different graphic formats from IFF, such as GIF or PNG which are more compact and as much fast to handle).
- The use of less than 500k of chip memory.
- English and italian localization (even if questions can actually be written in any language that makes use of the ASCII Characters Set).
- The easiness to **control** through the use of mouse or keyboard.
- Simple and intuitive interface.
- 99% of graphics in 256 colours.

### 1.3 System requirements

#### SYSTEM REQUIREMENTS

- Quid? makes use of Datatypes and you need at least OS version 3.0 to run it.
- Quid? operates on 256 color screens and therefore requires an Amiga provided with AGA chipset .
- Quid? preferably requires an HardDisk, even if it would be possible to run it on floppies. Actually this possibility is not yet implemented, but it will be if anyone asks me for.

#### ATTENTION !!!

Due to reasons of space, all quiz images are in PNG format; it is therefore required a proper datatype in order to load them.

Datatypes that fit for this purpose are to be found easily in most PD archives.

In alternative, it is always possible to re-convert images into IFF format, paying attention to keep the original dimensions (263x162) and related palette.

### 1.4 How to install Quid?

#### INSTALLATION

The installation of Quid? is extremely easy and should be carried out automatically, thanks to the script (included in the package) which can be run using the Amiga installer.

The installation provides :

- Creation of a new directory called "Quid".
-

· Decompression of LHA archives into the above mentioned directory.

#### CONTENT OF LHA ARCHIVES:

##### QUID (DIR)

Quid

Quid.info

QuEd

QuEd.info

Quid.Guide

Quid.Guide.info

##### AUDIO (DIR)

error.snd

sally.snd

urlo.snd

yuppie.snd

##### DATA (DIR)

granito.gfx

intro.gfx

monitor.gfx

quid1.gfx

GTSofwar.IFF

##### LEVELS (DIR)

##### LEVEL00 (DIR)

IMG01.GFX

IMG02.GFX

IMG03.GFX

IMG04.GFX

IMG05.GFX

IMG06.GFX

IMG07.GFX

IMG08.GFX

IMG09.GFX

IMG10.GFX

IMG11.GFX

IMG12.GFX

##### QUESTIONS

##### LEVEL01 (DIR)

...

##### LEVEL02 (DIR)

...

Just in case the installer doesn't work properly, please follow these steps manually...

- Create a new directory called "QUID";
- Copy into the above mentioned directory the following files:

data.lha

levels01.lha

levels02.lha

Quid.guide

- Unarchive the lha files typing in (from shell):

```
lhex x data.lha
```

```
lhex x levels01.lha
```

```
lhex x levels02.lha
```

An LHA version (lhex) has been included in the package.

The program doesn't need any other assignment.

To run Quid? have a look at **Control** !

## 1.5 The game...

QUID? Description of the game.

The goal of this game is to answer correctly and as quickly as possible the questions you'll be asked.

You may choose among 3 difficulties for the game (skill level) which meet with different scores for each correct answer.

The game breaks down into various **levels** .

As you gradually proceed with questions, the time you have to read and answer them decreases. When time on your hands is up, you loose one of the four initial lives, whereas if you answer correctly the remaining time will be added to your score as a BONUS.

The quizzes you must answer are based on an image, which is linked up with a small description and a brief question followed by three possible answers.

The game ends when you answer at least 4 questions the wrong way or in case you finish all levels.

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## 1.6 Levels...

### LEVELS

All the game is divided into more levels. To get through a level you must answer correctly all the 12 questions of the level itself. Quid? can handle up to 100 levels.

In the main archive of Quid? there are only 5 levels which are to be found in the directory "LEVELS", each one composed by a sub-directory called LEVELxx, where xx states for a number between 00 and 99. Through the use of **QuED?** it is also possible to create new levels.

## 1.7 control

### HOW TO RUN Quid?...

...from Shell: from within the directory QUID type quid.

If you want to use a VGA productivity screen (640x480 NOT interlaced) please type quid VGA.

...from WorkBench: double-click the Quid's icon. If you intend to use a VGA productivity screen (640x480 NOT interlaced) then type into the Icon's ToolTypes the following row:

SCREEN=VGA and then save.

### CONTROL OF THE GAME

#### KEY FUNCTION

<SPACE> START GAME

<ESC> EXIT GAME

'1' SELECT DIFFICULTY "1"/ANSWER "1"

'2' SELECT DIFFICULTY "1"/ANSWER "2"

'3' SELECT DIFFICULTY "1"/ANSWER "3"

#### GADGET KEYS...

#### KEY FUNCTION

'1' ANSWER "1"

'2' ANSWER "2"

'3' ANSWER "3"

When Quid? asks for a key to be pressed, you can press any key.

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## 1.8 QuEd? The editor of Quid?

### CREATE A NEW LEVEL

Quid? offers you an editor to create new levels and this is a very simple operation...

- Make a new directory inside "LEVELS" and call it "LEVELxx" where xx represents the number of level you're creating. That number has not to be strictly consecutive to the present ones.
- Then copy in the new directory the 12 images of the new level. These images must be called IMGxx.GFX where xx states for a number in the range 01-12. The images must keep the size 263x162 and respect the 256-color palette which is included in the package and called TEMPLATE.IFF. It should be noted that images don't necessarily need to be kept in IFF/ILBM format, since they're all loaded through datatypes, but must absolutely have the GFX extension.
- Run QuEd? and edit the new file called QUESTIONS that has to be saved in the new level's directory you've just created.

QuEd? is rather intuitive. Every image comes up with 3 multiple-answer questions, one for each difficulty. Every single question is composed of 5 fields:

- Description field.
- Description/Question field.
- Answer field #1.
- Answer field #2.
- Answer field #3.

...the meaning of such fields is obvious. The correct answer for the question will be selected among the three MX gadgets... -1- if the correct answer is the first, -2- if it's the second, -3- if it's the third one.

Quid? recognizes the new levels on its own.

## 1.9 Copyright

QUID? v1.0 , QUED? v1.0 Copyright 1997 by Giulio Toffoli.

These two programs are MAILWARE. If you like them and if you're able to, please send an E-Mail to the [author](#) .

I decline all responsibilities on whatever damage may be caused by the use of this program, bla bla bla...

The distribution of this package is allowed, whatever method you may

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choose (CD-ROM, PD archives ecc...) and even WITHOUT the written authorization of the author, as long as such archive is mantained intact and unchanged.

It is strictly forbidden to make a profit out of this Software (but if someone wants to create an archive of 300 quizzes and sell it...well, he can do it!).

The copyright of images used for the quizzes belong, in all cases, to their legitimate authors.

## 1.10 Contact

Languages! If anyone would like to help me convert the quizzes of QUID? into their native language, I'll be very happy !!!

Lingue! Se qualcuno volesse aiutarmi a tradurre i quiz di QUID? nella sua lingua nativa, gliene sarei molto grato !!

The author is open to all comments and suggestions which may bring about an improvement or help in some way the growth of the program.

E-Mail

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(don't forget to point out as many information as possible about the system you're currently using).

Snail Mail

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## 1.11 Thanks...

THANKS

Thanks to all those who did contribute to the realization of Quid? and in a particular way to...

Caterina, my lovely girlfriend, for the great patience she demonstrated by tolerating me while I was working in front of my Amiga...

MICHELE SCILLONE and NICOLA LEONE for english and german

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to all Beta testers who ventured upon the hard feat of trying out

the quizzes for entire nights...:)))

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