RekoManhelp

COLLABORATORS			
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Chapter 1

RekoManhelp

1.1   RekoMan Doc

```
                                    RekoMan v1.137
                      (C) 1994 Gerardo Iula



    This is the documentation of RekoMan for the Amiga.



                  Introduction

               Execution & Startup

                 Installation

                 How to Use It

                    Magic

                    About

              Acknowledgements

                   Author

                   History

                   To Do
```

1.2   Introduction

```
           Introduction :
~~~~~~~~~~~~~~~
When I saw
           Klondike
            for the first time I was surprised of his nice graphics
```

and only when I saw Klondike II I thought about his 'standard' FORMAT.
The idea is to permit to create easy a new cardset and to use in more
than one game. I hope in future other Amiga programmers will use the
                  REKO
                    format
in their card games.

1.3 Execution

Execution :
~~~~~~~~~~~
Runs from Cli or workbench. Simply and easy.

1.4 Installation

                  Installation :
~~~~~~~~~~~~~~
This is the easy part ...
Installing RekoMan isn't very tough ; you just need to copy it somewhere

To work need
                ReqTools

1.5 About

Distribution :
~~~~~~~~~~~~~~
RekoMan is freely distributable software, but it's also
Copyright (C) Gerardo Iula. You can freely copy/spread it
as long as you don't make ANY PROFIT doing it and that
the original archive remains intact.

The files are:

  RekoMan
  RekoMan.info
  Rekoman.guide
  Rekoman.guide.info

The above is also known as FreeWare.

Disclaimer :
~~~~~~~~~~~~
The Author can't be held responsible for any damage this
software may cause, directly or indirectly, on the system
it is run. You're using it at your own risk.

1.6 Acknowledgements

```
                Acknowledgements :
~~~~~~~~~~~~~~~~~~
The
                author
                would like to thank the following people for their
support :  (alphabetical order)

  - Nico François      (Great
                ReqTools
                 & other stuff)
  - Richard Garfield    to create
                Magic The Gathering
                 card game

RekoMan was developed on a powerful A4000 With Picasso-II Board.
```

1.7 Author

```
                Author :
~~~~~~~~
RekoMan v1.137 is © Copyright 1994 by Gerardo Iula.
See
                About
                 for further details on distribution etc.

The author can be reached for all bug-reports, suggestions, etc. :

 Snail-Mail :  Gerardo Iula
               via Leonardo da Vinci 23/U
               20062 Cassano d'Adda
               (MI) ITALY
               Europe

I'm a fan of ANIME and MANGA, Comics, ScienceFiction books and movies,
a RolePlayer Master and Player (AD&D, TOONS specially), a boardgame player
(Warhammer 40000 and SpaceMarines), a card player (Magic and Jihad),
and I have a lot of stupid hobbies!
```

1.8 History

```
History :
~~~~~~~~~
 v1.147   Lunedì 31-Ott-94 15:51:38
    Rekomanager in Reko mode works fine.
    Temporary removed Magic and DemonBuster options

 v1.137   Domenica 16-Ott-94 11:51:21
```

    Added support for Magic game and prepared the support to manage
    any future cardgame
    Removed some bugs, (but open window spares to the Enforcer again
    in read only from $00000000)

 v0.949: Venerdì 07-Ott-94 17:26:36
          it is quite complete the REKO part

 v0.9 : it is only a demo can show cards
     [FIRST PUBLIC RELEASE]

1.9   To Do

TO DO :
~~~~~~~
When I have some spare time I'll add:

 - Others cards game editor
 - edit the colormap
 - add a cardgame rule maker and player (yes you will create
  your card game without know any programming language)
 - Anything else ? (tell me !)

1.10   ReqTools

ReqTools :
~~~~~~~~~~
This is the name of an excellent library, offering you the best looking
requesters under all OS's. If you've never heared of it, check it out
right NOW !!!

    -> ReqTools is Copyright (c) Nico François. <-

Thanks, Nico, for such a great library, and of course thanks for making
it available to the public !!!

1.11   Magic the Gathering

  -> Magic the gathering is Copyright (c) Wizard of The Coast <-

  This is the name of an excellent card game
  created by Richard Garfield of Garfield Games

  It's sold in a 60 cards pack or in a various buster pack size
  If you want to buy it look in a comic-shop or an rpg-shop.

1.12 REKO

```
-> REKO and Klondike are Copyright (c) REKO PRODUCTIONS <-

This is the name of an excellent card game on a computer

To contact REKO PRODUCTIONS write to:

REKO PRODUCTIONS                      or REKO PRODUCTIONS
p/a Remy Nusteling                       p/a Koos Roodbol
Krommedijk 145                           Hoekkamp 30
3312 LC Dordrecht                        3343 CJ H.I.Ambacht
The Netherlands                          The Netherlands
```

1.13 REKO Format

```
                  Notes about REKO FORMAT, if someone want to write
something using this card FORMAT the file is
a single chunk similar to an Iff file, it isn't
packed (but can be if you write the code to unpack it)

STRUCTURE RekoFileHeader,0

ULONG rekofile_id    ;REKO word
ULONG rekofile_sizeof   ;chunk sizeof
ULONG rekofile_cardsize ;bytes for each card (width*height/8)*planes
UWORD rekofile_height   ;from bitmap structure
UWORD rekofile_width    ;from bitmap structure (width/8)
ULONG rekofile_viewmode
UBYTE rekofile_planes   ;depth in bitmap structure
UBYTE rekofile_cards    ;number of cards in deck 55/59/68
UWORD rekofile_colormap ;variable size depend on colors number
        ;3 bytes per gun R G B
        ; 00 0A 00 color 00
        ; Fa C2 98 color 01
        ; ...
LABEL RekoFile_SIZEOF


; following the cards in this FORMAT:

  BYTE,BYTE,BYTE,BYTE,...    Plane 1 A single line (see rekofile_width)
  BYTE,BYTE,BYTE,BYTE,...    Plane 2
  BYTE,BYTE,BYTE,BYTE,...    Plane 3
  BYTE,BYTE,BYTE,BYTE,...    Plane 4
  BYTE,BYTE,BYTE,BYTE,...    Plane 5
  BYTE,BYTE,BYTE,BYTE,...    Plane 6
  BYTE,BYTE,BYTE,BYTE,...    Plane 7 for AGA only those two
  BYTE,BYTE,BYTE,BYTE,...    Plane 8

  BYTE,BYTE,BYTE,BYTE,...    Plane 1 A single line
  BYTE,BYTE,BYTE,BYTE,...    Plane 2
  BYTE,BYTE,BYTE,BYTE,...    Plane 3
  BYTE,BYTE,BYTE,BYTE,...    Plane 4
```

```
   ... to get the end of card see rekofile_height

   NOTE: The colormap size depend of the VIEWMODE (Monitor_ID)
         first check if is in HAM mode ( and.l #$00000800,d0 )
         if not zero is HAM or HAM8 (32 and 64 bytes for each R G B =32*3 total)
         If it isn`t HAM see depth to couunt bitplanes
            (1=2 colors , 2=4 colors 3=8 colors , 4=16 colors
             5=32 colors , 6=64 colors , 7=128 colors , 8=256 colors)


;=======================================================================
  MAGIC addendum - to store cards with values per each one
;=======================================================================

  STRUCTURE Magic_File,0
  ULONG magicfile_iff    ;MAGC chunk
  ULONG magicfile_sizeof  ;chunk sizeof
  ULONG magicfile_id     ;id deck
  ULONG magicfile_mana    ;bits that describe color-mana
  ULONG magicfile_view1   ;extra viewmode max zoom
  ULONG magicfile_view2   ;extra viewmode medium zoom
  UWORD magicfile_cardback  ;# of backcard pix in this deck
  UWORD magicfile_white   ;# of palette with white color
  UWORD magicfile_black   ;# of palette with black color
  UWORD magicfile_select  ;# of palette to use to select cards in play

  STRUCT  magicfile_deck,512  ;[512] up to 256 cards (words). card's list
          ;values 1 to 255 , 0=terminator
  STRUCT  magicfile_author,128  ;[128] author name
  STRUCT  magicfile_date,16 ;[16] ASCII date
  ULONG magicfile_cards   ;how many cards are stored in the deck ?
  STRUCT  magicfile_future,12 ;[12] future usage

  LABEL Magic_File_SIZEOF

  Then per card this structure (512 bytes fixed size)

  STRUCTURE Magic_Card,0

  ULONG magiccard_iff    ;card chunk (as DLTA anims)
  ULONG magiccard_sizeof  ;chunk sizeof
  ULONG magiccard_id     ;id of this card
  ULONG
                magiccard_type
                    ;card type (summon,instant)
  ULONG
                magiccard_mana
                  ;color of this card
  ULONG
                magiccard_series
                    ;edition (revised/legend)
  ULONG
                magiccard_avail
                    ;common/rare
  STRUCT  magiccard_name,64 ;[64] name of this card
```

```
  UWORD magiccard_power   ;power to attack
  UWORD magiccard_tought  ;power to defend

  ULONG magiccard_casting ;casting cost generic
  UWORD magiccard_casting1
  UWORD magiccard_casting2
  UWORD magiccard_casting3
  UWORD magiccard_casting4
  ULONG magiccard_using   ;using cost color
  UWORD magiccard_using1
  UWORD magiccard_using2
  UWORD magiccard_using3
  UWORD magiccard_using4

  ULONG magiccard_items   ;items necessary to use
          ;depend on which game is used
  ULONG magiccard_positions ;position of items in the card (Bits 0-32)

  UWORD magiccard_castposX  ;offset in pixel to plot casting cost X
  UWORD magiccard_castposY  ;offset in pixel to plot casting cost Y
  UWORD magiccard_useposX ;offset in pixel to plot using cost X
  UWORD magiccard_useposY ;offset in pixel to plot using cost Y
  UWORD magiccard_itemsposX ;offset in pixel to plot avail cost X
  UWORD magiccard_itemsposY ;offset in pixel to plot avail cost Y
  UWORD magiccard_powposX ;offset in pixel to plot power/tought X
  UWORD magiccard_powposY ;offset in pixel to plot power/tought Y

  STRUCT  magiccard_author,64 ;[64] author name
  STRUCT  magiccard_date,16 ;[16] ASCII date
  STRUCT  magiccard_prog,256  ;[256] programming tokens
  STRUCT  magiccard_future,34 ;[34] future add on
  LABEL Magic_Card_SIZEOF ;total 512 bytes per card
```

1.14 Avalaible types

```
MTYPE_NONE    EQU 0
MTYPE_LAND    EQU 1
MTYPE_ARTIFACT    EQU 2
MTYPE_ENCHANTMENT EQU 3
MTYPE_INSTANT   EQU 4
MTYPE_INTERRUPT   EQU 5
MTYPE_SUMMON    EQU 6
MTYPE_SORCERY   EQU 7
MTYPE_CREATURE    EQU 8
MTYPE_LEGEND    EQU 9
MTYPE_ENCHANTWORLD  EQU 10
MTYPE_MONO    EQU 11
MTYPE_POLY    EQU 12
MTYPE_CONTINUOUS  EQU 13
```

1.15   Avalaible Colors/Mana

```
MCOLOR_NONE EQU 0
MCOLOR_WHITE  EQU 1
MCOLOR_BLACK  EQU 2
MCOLOR_BLUE EQU 3
MCOLOR_GREEN  EQU 4
MCOLOR_RED  EQU 5
MCOLOR_ARTIFACT EQU 6
MCOLOR_MIXED  EQU 7
MCOLOR_TAP  EQU 8   ;used in another part of code
        ;can add more colors and mixed colors
```

1.16   Avalaibility

```
MAVAIL_NONE    EQU    0
MAVAIL_COMMON    EQU 1
MAVAIL_UNCOMMMON  EQU 2
MAVAIL_RARE    EQU 3
```

1.17   Editions

```
MSERIES_NONE    EQU 0
MSERIES_REVISED   EQU 1
MSERIES_ANTIQUITY EQU 2
MSERIES_THEDARK   EQU 3
MSERIES_LEGEND    EQU 4
MSERIES_ARABIANNIGHT  EQU 5
MSERIES_FALLENEMPIRES EQU 6
```

1.18   Usage

The RekoMan can handle up to 4 different cardsets in memory
(if you have enought memory avalaible of course) and permits
to create or edit easily a SET of card with many options.

NEW
  Create a new cardset and delete the old one present
  in that slot (one of four), to create use the
  preferences (ask values, use presets)

NEW FROM BRUSH
  Load a brush and create a cardset using the size
  of the brush, its colormap, viewmode and resolution.
  Warning! That all paint program save a brush with
  multiply of 16 pixel wide.

OPEN
  Load from disk and override a Reko file present in that

```
    slot, all REKO files are accepted.

  SAVE
    Save to disk the REKO cardset in that slot

  SAVE IFF (NOT IMPLEMENTED YET)
    Save the workscreen to disk

  ABOUT
    My name and address and copyright notices included the
    release of the program.

  PREFERENCES (NOT IMPLEMENTED YET the loading in startup)
    You can edit or save to disk the preferences of the program
    that are:

    STARTUP: what the RekoMan do when starts the 1st time
       - Ask from cardset values
            (width,height of cards in pixel
             depth of screenmode:
             1=2 colors
             2=4 colors
             3=8 colors
             4=16 colors
             5=32 colors
             5= Halfbrite
             6= HAM
             6= 64 colors AGA
             7= 128 colors AGA
             8= 256 colors AGA
             8= HAM8 AGA
             ,the viewmode to that screen
             and finally how many cards are in the deck)
       - Use default values to create a new REKO
       - Ask for filename to load a new REKO from disk
    WORK SCREEN SIZE:
      width and height of the work screen in pixels
        the viewmode is that selected in default values

    CARDSET TYPE: (FIXED TO REKO Mode in this release)
      Currently are avalaible only two:
        REKO  - cardset for Klondike game
        MAGIC - cardset for Magic The Gathering game
        OTHER - for future games

    DEFAULT VALUES:
      A button to select to active the default
        values in the program (not only at startup)
        Then the screenmode, the width/height of cards
        and the depth and number of cards in a deck

    PASTE MODE:
      The program when use his internal clipboard
      copy the data in different ways:
        NORMAL = an entire card is copied to
        OR = mix the gfx of clipboard with the destination
        MIX = create a mask of clipboard and copy all
```

                    the colors except the color 0
                    (Use to paste the frame to cards)

     SET A DIFFERENT VIEWMODE:
        The work screen use the REKO values to display
          the cards, but not in all Amigas are avalaible
          all screenmodes (ECS for example)and if you
          haven't that mode you cannot see the cards.
          Set this button override the REKO values and
          uses a viewmode avalaible.
          Ok with another viewmode you cannot see all
          colors, but you can work to the REKO file.
          Why I put this OPTION ?
          Simply, to permit to convert a file into a
          screenmode you can see and play.
        1) SET a viewmode that you can see the cards
        2) Select a work screen size which contains
              all cards
        3) load a REKO
        4) select the option FILLSCREEN from menu
        5) save IFF to disk with the newviewmode
        6) load ADPro, Image F/X or other conversion
              software and convert the file (eg: HAM)
        7) re-load RekoMan and the REKO file
        8) select Paste from Iff and select the
              converted screen
        9) save the new REKO file, now it works
              in your Amiga!!!! (not only Aga!)

   QUIT
     Exit from RekoMan

  CUT Copy the current card into the internal clipboard
     and clear the card
     Note: that it isn't the clipboard.device.

  COPY Copy the current card into the internal clipboard

  PASTE Copy the clipboard to the current card

  CLEAR Clear the current card

  BRUSH TO CLIP Load a brush from disk and copy it into the clipboard
               then you can paste if you want

  SHOW CLIPBOARD Opens a screen that show the clipboard and waits
                  until you press the Left mouse button

  PASTE FROM BRUSHES
     Load an entire directory in alphabetical order of IFF brushes
     and paste each one in a different card from current
     until reaches the end of cardset.
     This OPTION take the width/height of the current cardset
     and not the size of the brush.
     WARNING! not copy HAM8 brushes (8 bitplanes) into a 16 color

                    cardset (4 bitplanes) because your Amiga will crash!

PASTE FROM IFF
  Load a big picture IFF with all cards stored close each other
  (the same when you select FillScreen) and cut into the
  current cardset. (you can also obtain a picture like this
  using the Datatype of REKO avalaible on PublicDomain).

PASTE TO ALL
  Copy the clipboard to all cards, using the settings in the
  preferences. If you load a frame and set PASTE MIX you can
  paste that frame over all cards!

PASTE SYMBOLS (NOT IMPLEMENTED YET)
  Load an IFF brush with the card symbols and paste to all
  cards using the options of Klondike III version.
  The code ask mode 1 or mode 2 that are the two avalaible
  positions : LeftBottom-TopRight
              TopLeft-RightBottom
FILL SCREEN
  Show in the working screen much cards as possible

EDIT RULES (NOT IMPLEMENTED YET)
  For future applications or to write
  some rules/values for each card.

SET SCREENS
  Positioning the RekoMan screens in the proper position

REDISPLAY
  Closes and re-opens the working screen.
  Use this option after you set a new viewmode in preference
  menu.

REPLACE PALETTE
  Load from an IFF file the color palette and replace that
  exist in the current REKO.

EDIT palette (NOT IMPLEMENTED YET)
  Edit the colors of the REKO palette.

SLIDER
  Show and select the current card from current deck
  Displais the size of the current cardset width/height/depth

FILL
  The same of menu FILL SCREEN

REDRAW
  Redraw the screen after clear it

SELECT
  Choose one of the four REKO cardset in memory. At start
  when choose a new one (empty) create a new REKO using
  the preferences menu.

        That's all folks!

1.19 Magic Editor

                    (NOT IMPLEMENTED YET)

It is an editor for
                Magic The Gathering
                 card game, you are
able to add to a card the same values from a real-card.
If you use a scanner or a digitizer you can prepare a magic deck and play it
(this program will distributed separately in future and will permit to play
every cardbased game ,not only magic. For copyright problems you will have to make
yourself a deck of Magic, but you will).
The gadgets to edit the card characteristics are active only if you have
create a Magic deck, doesn't work with normal
                REKO
                 files.
For a further description of those gadgets you have to know how to play and
the only way is to buy a cardset an read the manual. I can't explain too much
about this game because it's Strongly copyright protected.

The menu called CARD EDIT shows the options to prepare a ready-play deck.

  x2 x3
You can select 2 more viewmodes (mode_id, screen id) using during you play
the game, those mode must be compatible with the resolution of created cardset
. You cannot create a HAM deck and select a Lo-res not ham mode.
The gadgets X2 and x3 mean that you have to select a viewmode able to zoom in
(show bigger than normal mode_id).

  NAME
  Author of that deck name, in future will use to create a cardset id.

  DATE
  ASCII date or 15 character description

  Color: WHITE/BLACK/SELECTED
  Are the color in the palette used to draw information on video
  during play and to show with a box the selected cards according
  to the palette colors.

  CARDBACK:
  It is the number of the card that have the drawing of the back of
  a cardset, used to display the source deck in the game.

  VIEW LIST:
  Because Magic , and more other cardgames, can play with different
  cards with the same symbol, you can create a list of the card
  present in the deck.
  If you have named each card the list will be more useful to read.
  For example: In your deck you have 10 Swamps and 10 Mountains,
        2 RedDrarves, 2 WhiteKnights. In the REKO deck you
          have only a card for each one (the graphics) and in the

```
        list you have stored all those cards.
        In this way you can't loose
        memory/hardisk space to store identical cards.
```

```
ADD LIST:
add a card in the list at the last position. You cannot store in a middle
position because when you will play the cards will be shuffled.
```

```
REMOVE FROM LIST:
kill the description of card from the list (not the card itself!)
```

```
AUTOLIST:
add one card per type in the list. If you have 55 cards there are store
from 1 to 55.
```

```
CARDS IN LIST:
Cards that are actually stored in the list.
```