

DiamondGfx V1.1 documentation

COLLABORATORS

	<i>TITLE :</i> DiamondGfx V1.1 documentation		
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WRITTEN BY		August 4, 2022	

REVISION HISTORY

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Chapter 1

DiamondGfx V1.1 documentation

1.1 DiamondGfx V1.1 documentation

Diamond Gfx

Version V1.1 (14.05.1996)

(C) Copyright 1994-96 by Peter Elzner
neXus software

- registered Users only -

A short summary of what you should know:

Introduction to V1.1

Technical stuff:

Requirements

Installation

Copyright & Distribution

The program and how to use it:

The main window

Creating own graphics

Past, present and future:

History

Plans for the future

About MUI

1.2 Introduction to V1.1

Welcome to DiamondGfx V1.1

Using this program you are able to create your own gfx-file for Diamond Caves.

Please read

The main window
on how to work with DiamondGfx.

This program is based on MUI, see
About MUI

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1.3 Requirements

Requirements

DiamondGfx V1.1 requires:

- Kick 2.0
- MUI 2.3 (3.x recommended)
- a registered version of Diamond Caves
- Commodore's Installer (can be found on your Workbench-Install-Disk)

This program has been tested with Enforcer, Mungwall and CodeWatcher.

1.4 Installation

Installation

DiamondGfx comes with a ready-to-run installer-script for the Commodore Installer. Just click on the icon and follow the text in the window.

Basically, the script will copy all necessary files in the Directory "DC:" according to the present version.

1.5 The main window

In the main window you are able to select the directory where you ←
've
stored the IFF-files (containing all the gfx) and the destination file you
want the final gfx-files saved into.

Start will initiate the creation-process. A progress display shows what's
going on at the moment.

Exit will leave the program.

If you want to draw your own graphics, please read
Creating own graphics

To use your graphics-file in Diamond Caves, you have to select it in Diamond Prefs. ←

1.6 Creating own graphics

Creating own graphics for Diamond Caves is not very difficult, ←
all you
need is a paint program and these guidelines:

- every picture must be 320x256 pixels in dimensions
- the file Score.br must be 320x14 pixels in dimensions
- every picture must be of the same depth.
Diamond Caves supports depth from 1 (2 colors) up to 8 (256 colors - AGA).
- the depth and colors used in the game are taken from the file Earth.br, so make sure at least this file has the right colors
- the brush Score.br uses the same colors as every other picture
- the numbers (0,1,2,...) in the file Earth.br must be 14 pixels high with one blank line above and below them. This is because they are used in the Score.br picture to display Score, Time and Emeralds.
- don't save the pictures with some kind of mask (stencil).
- remember that some items (Boulders, Emeralds, ...) are present in many files and not only in their own.

Main window

1.7 History

- V1.0 (04.06.1995)
 - first public release
- V1.1 (14.05.1996)
 - added local-support

1.8 Plans for the future

Plans for the future:

- support different block sizes like 24x24 or even 32x32 pixels

1.9 About MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY
