

GRIME

VEX

COLLABORATORS

	<i>TITLE :</i> GRIME		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	VEX	August 6, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	GRIME	1
1.1	GRIME Map Viewer	1
1.2	System Requirements	2
1.3	Main viewer window	2
1.4	Map data window	3
1.5	Map display screen	3
1.6	Map print window	3
1.7	Commandline options	4
1.8	The map file	4
1.9	The blocks file	4
1.10	What's GRIME then?	5
1.11	Credits and greetings	5
1.12	Version history, bugs, and the future	6
1.13	Index	7

Chapter 1

GRIME

1.1 GRIME Map Viewer

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This program was written to complement GRIME. It is designed to allow the user to easily view GRIME map files without having to load up GRIME itself.

If you don't know what a map editor is, or don't own GRIME, then this program will be of little use to you...

[System Requirements](#)

[Main Window](#)

[Map Data Window](#)

[Map Display Screen](#)

[Print Window](#)

[Command Line](#)

[GRIME](#)

[Credits](#)

[History, bugs.](#)

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The entire risk as to the quality and performance of this program is with you. The author assumes no responsibility or liability whatsoever with respect to your use or inability to use this software. The author is not responsible for any loss of data, damages to software or hardware that may result directly or indirectly from the use of this program. The author reserves the right to make changes to the software or documentation without

notice.

NOTE FOR PD COMPANIES:

A charge of NO MORE than two (2) UK pounds may be charged for the distribution of these files (If you have paid more, then please send details to the Author).

If you wish to place this program on coverdisks, then I would appreciate you contacting me before hand. This is to ensure that you have the most recent version.

1.2 System Requirements

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MapViewer requires Workbench 3.0 or above. This is because it relies on Datatypes in order to load in the block files.

MapViewer has been tested on the following configurations.

Machine CPU FPU Chip Fast WB

A1200 020 882 2 Meg 4 Meg 3.0

A1200 020 2 Meg 2 Meg 3.0

A1200 030 2 Meg 8 Meg 3.1

1.3 Main viewer window

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The MapViewers interface should need little explanation to those of you familiar with normal workbench utilites. It uses point and click gadgets.

If you are not use to using the workbench, then please read your manuals!

The Main window contains the following options.

View Method - This allows you to select between two different methods of viewing the maps.

Block Numbers - Opens up the **Map Data Window** on the public screen and displays the map as a series of WORD sized hexadecimal numbers.

Block Graphics - Opens up the **Map Display Screen** and displays the map using the block graphics contained in the **Block File**

Scrolling - This controls the movement method on the **Map Display Screen** .

Manual - Scrolling is dictated by the user.

Automatic - Scrolling is controlled by the viewer program.

Map File - Specifies the **Map file** that the viewer is reading.

Block File - Specifies the **Block File** to use when using the Block Graphics View Method.

1.4 Map data window

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This window shows the map, using numerical representation. In other words it displays the map as the block numbers... Not all that useful, but there you go.

Use the scroll gadgets to move through the map data. Or enter the coordinates into the X and Y boxes.

A better way to view a map is via block graphics on the **Map Display Screen**

1.5 Map display screen

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This screen displays the map using the block graphics file that you selected. If you chose Manual scrolling then you can adjust the display position within the map via the scroll bars or X Y boxes. If you chose Automatic scrolling then just sit back and watch the map scroll by.

1.6 Map print window

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1.10 What's GRIME then?

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GRIME is a map editor written by myself.

GRIME V1.31 is the current commercial version and is available from SHOAH, for the modest sum of £4.99. GRIME's features include:

Unlimited map and block sizes (subject to available memory).

Powerpacker support.

Full cut/copy/paste/fill options.

Full control over block attributes.

Comprehensive preferences.

A GUI that's a dream to use :)

GRIME has been in development for around three years, and has been used in the creation of a number of games, including the soon to be released "TORQUE".

GRIME is also available in a PD variantent, although a number of the features have been removed. GRIME PD (Version 1.20) should be availble from all good PD libraries, it can also be found on AMINET (dev/misc/grime_v12.lha) and the Aminet CD 5. Please note that the PD version is now somewhat out of date.

I'll let the reviewer's have the last word about GRIME.

"GRIME is an easy-to-use map editor..."

"The interface is well thought out, meaning that getting to grips with operations is straightforward."

"GRIME could be the answer to many programmers' prayers."

Amiga Computing Febuary '95.

"This is a really comprehensive piece of software."

"At £5, I think this is ideal for home games programmers."

94% Star buy Amiga Shopper Xmas '95.

1.11 Credits and greetings

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Design, coding and graphics by Vex

Additional support from Squize.

This program was written using DICE C 2.07.

The GUI was designed with GadToolsBox 2.0b.

Greetings to....

Squize & Liane, Sharon, Psiberpunk (How come you ain't writing to me?),
Haplo, Phil, Steve, Simon, Matthew, Andrew, Stephen, Paul and everyone else
who I've forgotten!

If you want to contact me for any reason (Bug reports, new ideas, job
offers, money) then write to:-

VEX /Shoah

58 Cambridge Street,

Stafford,

Staffordshire.

U.K.

ST16 3PG

E-MAIL : VEX_@Hotmail.Com

URL : HTTP://WWW.GeoCities.Com/Area51/Cavern/7340

or contact SHOAH

1.12 Version history, bugs, and the future

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This is the first release of the GRIME Map Viewer.

Version 1.0 - 01 Dec 1995

Internal Beta Release.

Version 1.1 - 11 Feb 1996

Initial Release. Minor bug fix to command line options.

File size is slightly smaller. :)

The automatic scrolling isn't brilliant, I hope to implement this option
better in the future. I also would like to put in the option for printing
out the map as graphics. Also preferences via tooltypes would be good. Any
other ideas?

1.13 Index

[Block File](#)

[Command Line](#)

[Credits](#)

[GRIME](#)

[History, bugs.](#)

[Main Window](#)

[Map Data Window](#)

[Map Display Screen](#)

[Map file](#)

[Print Window](#)

[SHOAH](#)

[System Requirements](#)
