SearcherHISTORY

COLLABORATORS

	TITLE : SearcherHISTORY		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SearcherHISTORY

1.1 CNet Amiga Searcher, v2.01 HISTORY by Dotoran!

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    ===========================================================================
    $VER: CNet (Word) Searcher HISTORY, v2.01 (2-Jan-98) by Dotoran!
===========================================================================


                 - v2.01 - January    2, 1998!

                 - v2.00 - September  5, 1997!

                 - v1.46 - February  10, 1997!

                 - v1.45 - Only to a few people.

                 - v1.44 - January   25, 1997.

                 - v1.43 - January   24, 1997.

                 - v1.42 - November  30, 1996.

                 - v1.40 - November  24, 1996.

                 - v1.20 - September 14, 1996.

                 - v1.11 - September  3, 1996.

                 - v1.10 - September  2, 1996.

                 - v1.01 - August    23, 1996.

                 - v1.00 - August    17, 1996.
                               Refer to Searcher's README!
```

1.2 CNet Amiga Searcher, v2.01 History Notes!

- v2.01 -

  - Released: January 2, 1998!

  - Bug Fixes:

      - When in LOCAL mode and you tried to SAVE the puzzle you created,
        the program would bomb out, because it was trying to copy the
        file to the SAME path. I was using the wrong variable! Say, ooops!

      - There was some "test print strings" still present in the code above
        from the last version of the game. It's supposed to say Storing...,
        then Stored! without you seeing the COPY commands.

  - Changes, Additions, etc.

      - There are yet MORE puzzles! Four more to be exact! I'll give you all
        three guesses as to who supplied them, but the first two don't count!
        These NEW puzzles use the names of those lovable Beanie Babies! ;-)

1.3   CNet Amiga Searcher, v2.00 History Notes!

- v2.00 -

  - Released: September 5, 1997!

  - Release Notes:

      - This version started out as v1.50 and actually ran online at my
        place for a week or two USING that version number, however as more
        and more features made it into this version, I opted to forego
        the v1.50 designation and move directly to v2.00!

      - Special THANKS to Michael Rudolph, aka Star Gazer, for his BETA
        Testing efforts, additional puzzle submissions, comments, and
        criticisms which help to make this program what it is today! ;-)

  - Bug Fixes:

      - A "pre-feature" that I had commented out before releasing the last
        version caused the initial printing of the NUMBER puzzles to be
        incomplete. (This fixed itself if a redraw or hint was used)

      - The Word List would word-wrap into the puzzle when using the Max
        Width setting.

      - While adding the ability for multiple saves, I discovered a bug in
        the SAVE routine. When you opted to RESUME a Saved Game, the Answer
        data was being corrupted, so opting to use the ANSWERS clue type would
        result in you seeing the ENTIRE grid, versus only the answers.

      - When you opted to SKIP HIDING REST of words, the last word that was
        HIDDEN was actually being marked as NOT being hidden.

- Changes, Additions, etc.:

  - Even MORE Brand NEW Puzzles were added by Star Gazer! Thanks Guy! ;-)
    (I hope you're all beginning to see a pattern here...)

  - I removed a looping that checked for the longest word in the selected
    puzzle, because starting in 1.46, the first word in each list WAS the
    longest word. This increased the initial setup time a bit.

  - You now are asked how you wish the words to be ORDERED when you see
    them on screen. You have four possibilities:

    - Longest to Shortest   - Shortest to Longest
    - Alphabetical/Low to High   - Reverse Alphabetical/High to Low

    Your chosen ordering will be used in ALL displays that show you the
    words used within the puzzle.

  - The "pre-feature" mentioned above was brought to fruition! The program
    now lets you create a Secret Message you can bury in the puzzle, instead
    of using random filler characters. You are told how LONG the message must
    be and can then use the full power of the CNet Editors to help create the
    message. Checks for the proper length as well as stripping of unneeded
    characters(ie, spaces, punctuation symbols, etc) is also taken into
    consideration.

  - It is now possible to SAVE and DOWNLOAD a copy of the puzzle before you
    start playing it online. This comes in real handy when you wish to share
    the puzzle with others offline. You'll be asked separately if you wish
    to download the Answer Grid, as some people like the added challenge of
    NOT having the answers readily available. ;-) If the SysOp opts to DL
    the puzzle, they'll be asked to specify a data path. Pressing ENTER with
    no path(or specifying a non-existent path or non-directory path) will
    result in the files being copied directly to the SysOps Home Directory.

  - When viewing the puzzles initially, they can now be SORTED either by
    the number of words IN the puzzle, or alphabetically by title. A new "S"
    command can be used to toggle how the list is sorted.

  - The main menu is now "hot" for LETTER commands and "cold" for numerical
    entries. This means that commands like N, P, S, and Q will be executed
    as soon as the key is pressed, while entering a number will involve you
    pressing the ENTER key to signify you are finished.

  - The main menu now lists the NUMBER of WORDS in parenthesis to the left
    of each puzzle's title, so as to help determine how many words a player
    may want to attempt to find.

  - Adding NEW Puzzles into Searcher has now just become INCREDIBLY easy!
    By creating a text file using a descriptive filename, like FootballTeams,
    you specify a fuller title as the first line, like AFL Football Teams,
    then specify words, one per line on additional lines. These words can
    be in ANY format(ie, combination of upper/lowercase, containing oddball
    characters, like spaces, puctuation, etc.). You then place this text
    file in the "Puzzles/" subdirectory and RUN Searcher. It will "sense"
    the addition, then do all the grunt work as far as formatting the file
    properly as well as adding it to the !Puzzles file automatically!

- The game now has the ability for Multiple Saves! Each player can save
  up to TEN games in their designated Home Directory. These games can be
  ANY game which can be started(ie, they could have ten different games
  saved, OR opt to save the SAME game 10 times at various stages!) If the
  game senses SAVED games upon entering, the user is asked if they wish to
  resume any of these games, as well as also having the ability to DELETE
  a game they may NOT wish to ever continue. When SAVING a game, the user
  is presented with a list of previously saved games, to which they can opt
  to save to an empty slot # or to overwrite an existing game. When listed,
  each saved game will have it's Title, Grid Size, and the talley of the
  # of words found out of the total words hidden displayed.

- A new command "C"reate Own Puzzle is now in place! The program will ask
  you for the TITLE you'd like to use, then send you into the CNet Editor,
  where you can enter your puzzle words, one per line. The same flexibility
  has been added to this area as in the external creation of puzzles, so
  you can enter the words any way you wish(ie, using UPPER or lowercase,
  punctuation, spaces, etc.) Provided you enter ONE WORD PER LINE, Searcher
  will do the rest for you! You'll even be asked if you'd like the data
  written to a properly formatted text file in the Puzzles/ directory, so
  that the next time the SysOp enters the file, they'll be able to add the
  NEW puzzle to their list of existing puzzles!

- An update script was written and included with this version that has the
  ability of renaming your existing puzzles, as well as moving and making
  the !Puzzles and !Puzzles2 files in your root Searcher/ directory. The
  script will also DELETE any existing SAVED GAME files from user mail
  directories, so as to keep your system as clean as possible!

1.4   CNet Amiga Searcher, v1.46 History Notes!

- v1.46 -

  - Released: February 10, 1997!

  - Changes:

    - A line display was added telling you the size of the grid it's
      trying to hide the words into.

    - Extra text was added telling you how many MORE words there are
      yet to be hidden.

    - All word lists have now been sorted from longest to shortest. This
      makes it a bit easier and faster for the program to hide all the
      words in each list. With the restriction on grid size introduced
      in v1.45, the program needed all the help I could give it! hehe

    - There's a "SearchORG" file included which is the file I used to
      length sort the puzzle lists. If you add new lists yourself, you
      can run this file and have it sort all the lists again. More will
      be added to this file in the future.

    - Filenames of the single digit puzzles were changed to start with

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                    a leading "0", so files "Puz01", "Puz02", etc. now.
```

1.5   CNet Amiga Searcher, v1.45 History Notes!

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- v1.45 -

  - Released: Only to a few people.

  - Bug Fixes:

    - If you were playing a game that used a grid size too large to
      display the word list, then chose to use the Answers Hint type,
      when you returned to the game, it attempted to draw the word
      list, which did NOT look too good.

  - Changes:

    - While fixing the above error, I decided to make the game calculate
      the maximum width a puzzle could be and STILL allow for a Word
      List to be displayed, so you should now ALWAYS see a word list.
```

1.6   CNet Amiga Searcher, v1.44 History Notes!

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- v1.44 -

  - Released: January 25, 1997.

  - Bug Fixes:

    - If you opted to create a puzzle using your preferred directions
      of hiding, then chose to NOT hide the words in ANY direction, the
      program would lock up. It will now revert to using ALL directions
      if you disable all directions from the PICKDIR routine.

  - Changes/Additions:

    - If you have a SAVED game, but opt NOT to continue it on your next
      entry into the game, you'll now be asked if you wish the game to
      be DELETED from disk before continuing.
```

1.7   CNet Amiga Searcher, v1.43 History Notes!

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- v1.43 -

  - Released: January 24, 1997.

  - Bug Fixes:

    - I must have been flying through these files, as I included the OLD
      history file in the 1.43 archive. Oops!
```

– This version was the first update version for CNet, v4.24g.

– Changes/Additions:

– More puzzles added(now at 41 total)

– The menu now sports a NEXT 30 or PREVIOUS 30 puzzles as needed.

1.8 CNet Amiga Searcher, v1.42 History Notes!

– v1.42 –

– Released: November 30, 1996.

– Bug Fixes:

– I was given some reports of the game "word wrapping" up a line on
remote screens when the word list window was drawn. I rewrote the
routine slightly to hopefully fix the problem. If not, let me know.

– Changes/Additions:

– Included three more puzzle files, for a total of 33 puzzles.

– Introduced another Hint Type: Answers. Meant more for the beginner
searcher, this hint will actually show the user WHERE the words
are hidden in the grid. All "filler characters" will be printed as
periods, thus leaving only the hidden words.

– With the above new Hint, all SAVED GAME files need to be DELETED,
as Searcher was not saving any ANSWER data in the past. Running
the included "SearcherUpdate142" file will take care of this
deletion process for you automatically.

1.9 CNet Amiga Searcher, v1.40 History Notes!

– v1.40 –

– Released: November 24, 1996.

– Bug Fixes:

– If a puzzle was created where you opted to SKIP the hiding of one
or more words, if you then SAVED the Game for completion later, it
was impossible for the game to determine when you had solved it, as
it was waiting for you to find ALL the words(even those NOT hidden
in the puzzle). This has been taken care of.

– Changes:

– If you opt to modify the DIRECTIONS used to HIDE the words, then

decide you wish you didn't, hitting ESC will hide words in ALL
EIGHT directions(the same as would have happened if you opted NOT
to modify the directions).

- Colors of words still hidden are displayed in GREEN now, instead
  of light cyan, as used in previous versions. This way, the words
  match the colors they appear in the puzzle grid(green for hidden,
  red for found, etc.)

- If you press ENTER to start the selection of a word, then wish you
  hadn't, pressing ENTER(or any non-numeric key) will abort out and
  return you to the game.

- The game will now display a word list on the same screen the main
  puzzle grid is located on, PROVIDED it will fit given the puzzles
  chosen dimensions. The words are color-coded the same way the other
  word-lists are: Green=Still Hidden, Red=Found, Yellow=Not Hidden.

- Even MORE puzzles have been added. Thanks to Paloma for submitting
  numerous new puzzles, including the NUMBER puzzles!

- Coding changes made to incorporate the NUMBER puzzles, so the filler
  characters will ALSO be numbers.

- A Redraw command was added, in the event the game screen gets line
  noise corruption or the like.

- SysOp definable color variables for the major colors used in the
  game. These affect only the Game screen colors, not all the text
  prompts, etc.

1.10 CNet Amiga Searcher, v1.20 History Notes!

- v1.20 -

  - Released: September 14, 1996.

  - Bug Fixes:

    - It was possible to FIND and SELECT the SAME word more than once.
      This effected the "number of words left to find" counter. Now, it
      is NOT possible to select a word once it has already been found.

  - New Features:

    - You can now SAVE the game you are currently playing. The next time
      you enter the game, a check is made to see if you have a SAVED
      game, and you'll be asked if you want to CONTINUE the game. You
      can only save ONE game, and you'll be asked for confirmation to
      OVERWRITE an existing saved game, if one should be found. Once a
      game has been SOLVED, if it is also seen that you CONTINUED the
      game, the saved game file will be DELETED from the disk.

1.11 CNet Amiga Searcher, v1.11 History Notes!

- v1.11 -

   - Released: September 3, 1996.

   - New Features:

      - Added an initial check of the user's line width(which must be 80
        or higher), and their terminal type(which must be set to IBM-ANSI)
        else they'll be told they need to use these settings before being
        allowed to play the game.

      - Added a Carrier Check routine to check for lost carriers.

      - Will now ask if the player wants to look at the word list BEFORE
        the puzzle is initially displayed.

      - The "Q"uit option slightly modified, so as to allow you to go
        back and select a different puzzle, without exiting the game.
        You now MUST press "Q" to exit the game, as pressing ENTER will
        result in aborting the request to QUIT the game.

      - When word lists are displayed, the comment about skipped words
        is only shown if words ACTUALLY were skipped. (Was a bit silly
        to have it displayed in puzzles where ALL words were hidden).

      - A check was done to see if the number of SKIPPED words was EQUAL
        to the TOTAL number of words, and IF so, player is told this, then
        returned to the Puzzle Selection menu.

1.12 CNet Amiga Searcher, v1.10 History Notes!

- v1.10 -

   - Released: September 2, 1996.

   - Bugs squashed:

      - If an ODD number of puzzles existed, you'd see an odd entry where
        the next EVEN puzzle would have gone. (One that should NOT have
        been presented at all)

   - New Features:

      - A 17th puzzle on "Trek Names" was sent by Mugwump(Nate Daken), so
        was also included in this distribution. Thanks Nate!

      - Added the ability to SKIP the hiding of "frozen" words(those that
        seem like they're taking forever to hide. You can also opt to SKIP
        hiding the REST of the words.

      - Added a new CLUE type: ALL WORDS

– On a separate screen, you'll be shown the list of words this
   puzzle was based on. Words that were NOT hidden(because you
   chose to SKIP them above) are color coded YELLOW, while those
   words you have already found are coded in RED. Words that are
   in CYAN are still hidden and waiting for you to find them!

– The clue TYPES have been coded to activate using the 1, 2, and 3
  keys, instead of letter keys, so those users who are spending the
  time playing the game using the Numeric Keypad won't have to move
  their hands while using clues either!

1.13 CNet Amiga Searcher, v1.01 History Notes!

– v1.01 –

  – Bug Fix Release: August 23, 1996.

  – It was impossible to enter a puzzle number greater than 9(a 2-digit
    number), so the initial input routine had to be modified.

1.14 CNet Amiga Searcher, v1.00 History Notes!

– v1.00 –

  – First Release: August 17, 1996.

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                          Frontiers BBS (716)/823-9892!
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