

Soliton

COLLABORATORS

	<i>TITLE :</i> Soliton		
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Chapter 1

Soliton

1.1 Table of Contents

S o l i t o n

Solitaire card game

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1.2 Description

D e s c r i p t i o n

Features

Soliton is a Solitaire card game with the following features:

- * Cardsets are loaded via datatypes. You can also make them

easily by yourself using any size or color depth you like.

- * System-friendly

MUI

user interface, runs on workbench
or any other screen. Works very fine on graphic cards, too.

- * Selectable background pattern.
- * Opaque drag'n'drop card movement.
- * Many game options, timer, statistics, move indicator.
- * Localized to many languages

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Giftware

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Requirements To play Soliton you need Kickstart 3.0 (or higher) and

MUI
Version 3.6 (or higher).

1.3 Installation

I n s t a l l a t i o n

Automatic The best way to get Soliton installed is to start the script "Soliton-Install". Don't panic: No files will be copied into your system directories!

By hand If you do not like scripts or the Installer, just drag the "Soliton" drawer somewhere to your harddisk. Then take the "Soliton.guide" of your preferred language from "Soliton/Docs/<lang>/" and move it to the "Soliton/" drawer so that it can be used for online help.

Deinstall To get rid of Soliton just delete the Soliton drawer. Thst's all.

1.4 Author

A u t h o r

Soliton was written by Kai Nickel

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Updates and a cardset gallery can be found on my homepage or

in Aminet (game/think and game/data).

"Cards_MagicWB.iff" was made by Kai Hofmann.

Translation All translations were done by the Amiga Translators Organisation ATO. I would like to thank the following people for their work:

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1.5 Main window

M a i n w i n d o w

The window mainly consists of the playfield. Cards are moved by drag'n'drop: Click onto card, hold mousebutton pressed and release it over the destination field.

Buttons On the left of the window is a button bar. The buttons belong to the most important menu items. To find out what they do, please look at the according menu item.

The 'Move' button indicates a move possibility and executes it if you click.

On the button bar is also a game timer that starts from zero every time you start a new game. It is running only while the Soliton window is active!

Menu The menu offers the following functions:

Project

- New : Start new game
- Clean up : Automatically try to move all visible cards to their destinations.
- Undo : Make last move undone.
- About : Show Soliton information
- Help : Open online help like pressing HELP
- Statistics : Open game statistics window.
- Iconify : Close Soliton and put an icon on the workbench to wake Soliton up again.
- Quit : End Soliton.

Profiles

Here you can switch between different profiles. A profile is a combination of a cardset and a pattern. You can define profiles in the settings window.

Settings

- Soliton : Open Soliton settings window.
- MUI : Open MUI settings for Soliton.

Help If you press the HELP-key you will get an online-help window containing this documentation.
If you don't move the mouse pointer for a while, you will

see a bubble with information about the object under the mouse pointer.

1.6 Settings

S e t t i n g s

The program settings are divided into three pages:

Gameplay

Open cards

Number of cards that should be turned around whenever you click the stack on the top left. The more the harder the game will be.

Block moves

If active, you have to move the cards from the stacks all together as a single block. If not, you can take some of the cards and move them. The option makes the game harder.

Auto open

Turn around the topmost card of a stack as soon as it becomes uncovered. This option does not affect the difficulty of the game.

Auto open topleft

Make Soliton to uncover the first (1, 2 or 3) card(s) after turning around the "source" stack. This option does not affect the difficulty of the game.

Indicate moves

Show the 'Move' button every time there is a move possibility.

Appearance

Buttons

You can choose between the "Cool buttons" and the ugly "Standard buttons". The cool buttons look better, that's all there is to say about it. If you don't like any of them, you may also choose "No buttons" and use the menu instead.

Fly speed

Speed of the cards when they are 'flying' to their destinations, e.g. because you clicked on 'Clean up'. You may also select 'no amin' to make the cards immediately jump to the destination.

Opaque cards

Show the 'full' card when moving it, instead of just a boring border.

Beep

Use system display beep whenever an error occurs.

Requester

Ask before starting a new game or quitting the program.

Profiles

You can define up to 10 different profiles here. A profile is a combination of a cardset and a background pattern that can be selected in the profiles menu. All profiles are listed of the left.

Profile

Name of the selected profile.

Cardset

The image containing the cardset. You can easily create

your own cards

.

Pattern

Background pattern of the playfield. You can use any image file you want.

1.7 Statistics

S t a t i s t i c s

In this window you will see some facts about the running game and about all games played since the start of the program. Soliton calculates a score for each game and keeps a permanent highscore list. And this is how scores are calculated (temp. piles are the seven piles on the bottom):

Move card from source to temp. pile	+	5
Turn around card in temp. pile	+	5
Move card to destination pile	+	10
Move card back from destination to temp. pile	-	15
Every 10 seconds game time	-	2

Use of UnDo button	- 15
If playing in "turn 1 card" mode: For each run through the game pile	- 100
If playing in "turn 2 cards" mode: For each run through the game pile starting from the second run	- 50
If playing in "turn 3 cards" mode: For each run through the game pile starting from the third run	- 20
If you win the game, you get a bonus that depends on the game time. The score will never be negative.	

1.8 Create cardsets

C r e a t e c a r d s e t s

Format	<ul style="list-style-type: none"> * All cards of a cardset have to be rectangular and of the same size. If the cards are very big you will need a very big screen to play with them. Cards with the size of 80*120 will still fit on a 640*512 screen. * All cards are in one image file. They have to be next to each other in the way that is presented in the file "Cards_Default.iff". Save the whole picture exactly without border (e.g. as brush) because Soliton assumes the card size to be 1/14 of the picture width * 1/4 of the picture height. * You can use any color depth you like. Soliton will remap the cardset to the present display enviroment while loading. DO NOT USE HAM MODES, because they cannot be remapped to be shown on "normal" screen modes. * You can use every picture format that can be loaded with datatypes. Because not everybody has got all exotic data-types I believe IFF, JPEG or PNG to be the best choice.
Publish	<p>Of course you can publish your cards just as you like. I think Aminet/game/data is the best place for cardsets. Please don't forget to include a .readme file.</p>

H A V E F U N ! ! !

1.9 Copyright

C o p y r i g h t

Soliton is copyright ©1997-98 by Kai Nickel.

Soliton is GIFTWARE. You are allowed to play it and copy it as long as you don't have commercial interests. The original-archive must remain complete and unchanged when you copy Soliton.

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If you like the program you are asked to send a small gift to the author . Don't know what? Well, just put some money in a letter... :-)

!!

Explicit permission to publish Soliton is given to the Meeting-Pearls and the Aminet CD series.

The author cannot guarantee the correct function of Soliton and cannot be made responsible for any negative consequences that may result from the use of Soliton.

Soliton uses the MUI-system by Stefan Stuntz.

Translations were done by ATO.

1.10 MUI

M U I

This application uses

MUI - MagicUserInterface

(c) Copyright 1993-97 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

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MUI in Soliton Soliton needs MUI 3.6 or higher to be installed. You are allowed to use MUI without registering for it - but when you register you can take advantage of some extended functions in the MUI preferences. It is very recommended to read the MUI documentation carefully - especially of the MUI preferences. Despite that I would like to show you in the following list some advantages of MUI-programs that could be useful using Soliton:

If you want Soliton to work on an own screen, then you can do this with the MUI prefs for Soliton.

Windows of MUI applications are resizeable and completely fontsensitive.

MUI applications may be iconified at every time with an extra-gadget in the windows title bar.
