

# **LightSpeed**

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**COLLABORATORS**

	<i>TITLE :</i> LightSpeed		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>LightSpeed</b>	<b>1</b>
1.1	Contents - brought to you by AmigaGuide®	1
1.2	Introduction - it's so easy, just try it	1
1.3	Options Menu - so many choices...	2
1.4	Selecting Players - grab three friends!	2
1.5	Begin Game - play! play! kill! kill!	2
1.6	Player Control - choose your weapon	2
1.7	Colour Control - cool colours, check 'em out	3
1.8	Game Prefs - customize the playing experience	3
1.9	Requirements - don't ask us!	3
1.10	Micro Design - all about those great guys	4
1.11	Legalities - it's the law!	4
1.12	Registration - be good and do it	4
1.13	New 1.2 - how we've been spending our days	5
1.14	Contact Us - you know you want to	5
1.15	New MultiCX GUI - hurrah for Micro Design!	5
1.16	'I think MUI stinks' - fight it to the bitter end, my friends	6

## Chapter 1

# LightSpeed

### 1.1 Contents - brought to you by AmigaGuide®

LightSpeed release 1.2 © 1998 Micro Design  
Coded in AmigaE

Introduction

Options Menu

Requirements

Micro Design

Legalities

Registration

Contact Us

New in 1.2

What's that you say? Micro Design are working on  
a Gadtools GUI for MultiCX!  
Tell me more!

How to join the 'I think MUI stinks' club

### 1.2 Introduction - it's so easy, just try it

In short, we're talking light cycles. You (playing as a "cycle") ↔  
must

direct an ever lengthening line of light around the screen, trying not to collide with the obstacles scattered in the play area, the trails of the three other players' lines or the trail of your own line. The style of play adopted can be defensive or offensive depending on preference. It's a simple idea, but with two (or better, four) human players it can get very addictive. See

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Game Prefs  
for details of advanced features.

### 1.3 Options Menu - so many choices...

In the options menu are the following:

?# Player(s)

Begin Game

Player Control

Colour Control

Game Prefs

Every gadget in the options windows has a hotkey, so making ↔  
changes to

the options is easy even when a joystick is plugged into the mouse port  
for playing purposes - just look for the underscores.

When Save is chosen from any of the sub-windows, the current setup is  
written to a file named 'light.prefs' in the program directory. If Use  
is chosen instead, the changes made to the setup will be implemented,  
but will not be written to the prefs file.

### 1.4 Selecting Players - grab three friends!

This cycle gadget allows you to select how many human players are to  
take part in a match (1-4) or alternatively to select an all computer  
demo.

### 1.5 Begin Game - play! play! kill! kill!

Click this to begin playing using the current setup. In-game, after  
every match a window will appear showing the current number of wins  
gained by each player. Click Play for another match or Quit to return  
to the options menu (Players' accumulated wins will be discarded).  
Pressing the Help Key during a match will pause the game. Pressing it  
again will recommence play.

### 1.6 Player Control - choose your weapon

The player control window allows you to change the method of control  
for each player, as well as attach a name (max 7 chars) to each player.  
Only a single player can use a particular control method at any time,

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so if two control methods have been set as identical, the Save and Use gadgets will be ghosted

## 1.7 Colour Control - cool colours, check 'em out

The colour of all four lines can be edited from this window. Pressing on one of the numbered gadgets (1-4) will select which players' colour is to be edited and the slider gadgets alter the red/green/blue values of each colour.

## 1.8 Game Prefs - customize the playing experience

Long Blocks: Toggles the four 'circuit board' type obstacles on/off.

Swooshes: Toggles the in-game 'swoosh' turning sound effects on/off.

Obstacles: Toggles the 'computer chips' on/off. When turned on, the chips will appear in a number of set positions, but whether any single chip appears or not is decided at random.

Screen Wrap: When this option is on, players who leave the game arena will reappear on the opposite side. When off, the line marking the edge of the arena acts as a solid wall and cannot be passed.

Acceleration: When this option is enabled, players can make their line move in small bursts at twice the normal speed by pressing fire. Once a line has accelerated, it cannot do so again for about one second after. The 'fire' keys for the keyboard are...

Cursors: right shift

Q-A-Z-X: space bar

CPU Turning: The logic used to control CPU players is coded to loop around so many times before creating a random number. If this random number is a certain value the CPU will turn left, if it is another value the CPU will turn right, and if it is yet another value the CPU won't turn at all. This slider controls how many times the code must loop before the lines think about turning. The default value is 70: setting it higher makes the lines turn less often and setting it lower makes them turn more often.

## 1.9 Requirements - don't ask us!

In theory, any kick 37+ machine with enough RAM to get a ↔  
pubscreen  
open should be able to start the game, with a few hundred k spare to run it at a reasonable pace.

In practice, we give no guarantees. There is no reason it shouldn't work, but Amigas come in many flavours and we only have two of those flavours to test the game on: A1200 '020 4Mb fast and Workbench 3.0

A1200 '030 8Mb fast and Workbench 3.0

Notes: A few of MultiCX's features may really muck up LightSpeed's pubscreen and generally cause a mess. One that especially needs to be turned off is the HARDPATCH option for TagScreens. To allocate the mouse port LightSpeed has to temporarily kill the input device, so a program trying dumbly to use it might get a shock and go nuts or lock up the machine. Lastly, altering the screenmode that LightSpeed uses with mode promotion tools is not a good idea, because the game must be able to read coords from the screen to function properly, and relies on that screen being 320 x 256.

Speaking of MultiCX, did you know Micro Design are writing a brand new gadtools prefs for it? You didn't? Then,  
we'll tell you about it

## 1.10 Micro Design - all about those great guys

Micro Design is an occasional collaboration between part-time ←  
computer  
artist Daniel Pimley and part-time programmer Richard West in an effort to produce some half-way-good software for the finest machine on earth.

Please direct all praise, flames, bug reports, good ideas, (and so on) to the email address and we may reply to them if we can be bothered to. You should also consult the  
Legalities  
section of the guide for more details concerning the Micro Design name.

## 1.11 Legalities - it's the law!

The name 'Micro Design' is a collective alter-ego of Daniel Pimley and Richard West. All legal rights pertaining to the software referred to as 'LightSpeed' that have been attached to the name 'Micro Design' must also be attached to those persons. Thus:

LightSpeed is Copyright © 1998 Daniel Pimley and Richard West.

The program and data files may be freely distributed, so long as they are not altered in any way and all accompanying files remain with them. No more than a nominal fee to cover media and other miscellaneous costs may be charged for the distribution of this program. The software is supplied "as is" and comes with absolutely no warranty either expressed or implied.

## 1.12 Registration - be good and do it

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LightSpeed is Shareware - the registration fee is a mere £3 Sterling. If you are registering from a country other than the U.K, please don't send foreign currency, in fact it probably isn't even worth you sending a foreign cheque for such a small amount. Instead, send the fee in one of the following alternative forms, which we happily accept as payment:

liquor - in particular Budweiser and whisky (if you're rich);  
gold bullion (if you're richer);  
CD-ROMs you don't want any more;  
more liquor;  
A (working) CD32 controller that you may not want;  
Japanese Manga comics/stickers;  
A cheque for an amount (£5+) worth bothering with.

The two addresses to send any of these wonderful things to are listed below. All cheques should be written out to Richard West and all Manga stuff or the unwanted CD32 controller should be sent to Daniel Pimley. Persons registering from within the U.K may also send any of the above instead of money. In fact, send anything and we'll love you forever.

Daniel Pimley  
3 Wyatts Lane  
Walthamstow  
London  
E17 3JD  
England

Richard West  
240 Hall Lane  
Chingford  
London  
E4 8HY  
England

## 1.13 New 1.2 - how we've been spending our days

- \* A major audio bug has been fixed, although still using the eaudio module all 4 sound channels are now allocated correctly thus fixing the screeching noise which seemed to activate from time-to-time
- \* Small glitches in code smoothed out
- \* Bug fixes - nothing important

## 1.14 Contact Us - you know you want to

Business:  
email: [md@dream.u-net.com](mailto:md@dream.u-net.com)  
<http://www.dream.u-net.com/>

Personal:  
[dan@dream.u-net.com](mailto:dan@dream.u-net.com)  
[westy@dream.u-net.com](mailto:westy@dream.u-net.com)

## 1.15 New MultiCX GUI - hurrah for Micro Design!

Do you think MCX is wonderful, but the tooltype "prefs" are more than a bit tiresome? Do you also hate MUI with as much of a vengeance as we

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do and so refuse to use the MultiCX MUI Prefs? Then the very unofficial 'I think MUI stinks' club is for you. As full members, Micro Design are now working on a gadtools interface for the best commodity on earth.

As you can imagine, this is going to take a while. But we have already planned the categorisation and layout, and coding will begin very soon (current date 14.8.98). The new MultiCX Prefs should be uploaded to AmiNet when done, and will almost certainly be submitted for inclusion on a future Amiga Format cover CD. Keep an eye peeled and keep spitting blood every time the M word is mentioned - Yuk, Yuk. spit, spit, spit...

Future updates on our progress can be found at our rather sad looking web page. Point them at <http://www.dream.u-net.com/> and try not to notice that we can't be bothered doing any work on the site.

## **1.16 'I think MUI stinks' - fight it to the bitter end, my friends**

Just send us an  
email  
telling us how much you dislike MUI. Once we  
have collected enough we will use them as backing for an appeal to have  
the author shot. If you've lost your grip even more than we have, then  
you may also suggest a few amusing forms of punishment appropriate for  
such a foul crime. Volunteer executioners need not apply, we have first  
refusal on the role.