

Schlawiner V1.00 documentation

COLLABORATORS

	<i>TITLE :</i> Schlawiner V1.00 documentation		
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Chapter 1

Schlawiner V1.00 documentation

1.1 Schlawiner V1.0 documentatation

Schlawiner V1.00

=====

A workbench - game from Harald Pehl and Uwe Gröschner

1. Introduction

Important

Short Description

Requirements

Installation

2. Introduction of the game

Introduction

Main Window

Main Menu

3. Preferences

Preferences Window

Preferences Menu

4. Discussion

Authors

Copyrights

1.2 *Read this!!!*

Important!

=====

```

*****
*
*           Schlawiner is 'Giftware' !!!!!
*
* When using this game you should consider to send us a little
* (or big) gift.
*
* Examples:
*           - $ 1000000,
*           - Amiga 4000,
*           - Monitors,
*           - Memory...
*
* In case you're just broke you can send us also only an picture
* postcard or piece of chocklat.
*
* Write to:
*
* Harald Pehl           Uwe Gröschner
* Equarhofen 8         Mühlleite 1
* 97215 Simmershofen  91465 Ergersheim
* GERMANY              GERMANY
*
* EMail: gac@vax.rz.uni-wuerzburg.d400.de
*
*****

```

Copyrights

Disclaimer

1.3 Disclaimer

DISCLAIMER

=====

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1.4 How to play it

Short Description

=====

Maybe you the strange name of the game makes wonder, but
Schlawiner
is a
game that we are used to play in a pup called 'Schlawiner'.
The game is played with three dice and maximal eight players can play it.

Introduction of the game

1.5 Requirements

Requirements

=====

Schlawiner
needs Kickstart V37 or greater.

Besides you need
MUI
V2.1 by Stefan Stuntz.

1.6 Installation

Installation

=====

Really simple: Click "Install Schlawiner" and the rest is done by the Commodore Installer.

1.7 Copyrights

Copyrights

=====

Schlawiner

MUI - Magic User Interface

MagicWB

Installer

1.8 Schlawiner

Schlawiner

=====

Schlawiner is copyright by Harald Pehl and Uwe Gröschner.

Authors

1.9 Introduction

Introduction to Schlawiner

=====

First at all you can define some number from 1 to 100 (by default 8 numbers are generated and intialized randomly).

This numbers have to reached by the players as close as possible.

You have to dice with three dice and you can multiply every number diced with 10, 100 or 1000

Examples:

Diced	Possible Numbers
2	2 20 200 2000
4	4 40 400 4000
6	6 60 600 6000

Using this numbers and the operators +, -, * and / you have to try to reach the given numbers as close as possible.

In addition to that you have to use every number diced once. Also you can use brackets.

The score is the difference from the solution found and the given number.

Examples:

Number Searched	Diced	Possible Solution	Score
53	4 6 1	$(4+60)-10 = 54$	1
40	1 2 2	$2*(20+1) = 42$	3
22	2 1 3	$(30+2)-10 = 22$	0
96	5 1 5	$(500-10)/5 = 98$	2
42	6 6 6	$(6*6)+6 = 42$	0

You have to dice in turn and the score is added at the bottom of the list. At the end the player with the least score wins the game.

Example:

Numbers	Uwe	Harald	Flo	Leo	Martin	Kindy
45	0	0	1	3	2	2
31	1	0	2	1	0	0
100	1	1	0	0	1	0
62	0	1	1	1	0	3
86	0	0	3	0	1	1
89	0	1	0	5	0	0
54	1	2	0	0	2	5
Sum	3	5	7	10	6	11

1.10 Schlawiner

Game Window

=====

Dice

Actions

Your Solution

Remaining Time

Players

1.11 Schlawiner

Dice

====

Here you can see some dice or blank numbers.
(depending on the
preferences

1.12 Some important gadgets

Actions

=====

Dice
Dice again
Suggestion
Solution
New Game
Preferences
Quit

1.13 Dice

'Dice' - Gadget

=====

Pressing this gadget new numbers are created and the timer is started
or not (depending on the
preferences

The gadget is disabled / enabled automaticly so that the user ↔
can't dice
at the wrong time.

1.14 Dice Again

'Dice Again' - Gadget

=====

You only can see this gadget when you selected the option
'Dice again' in the
 preferences
 .

Pressing it new numbers are created but the timer does continue to run!

You also may define the quantity you can dice again. When you try to dice again too often you get the points you normally get after timeout.

1.15 Suggestion

'Suggestion' - Gadget

=====

This gadget is only available in level 1 thru 3.
Otherwise you can get a suggestion from the computer.

1.16 Solution

'Solution' - Gadget

=====

When a player wants to know if his solution is the best solution he can use this gadget to get the very best solution.

This gadget is only available when the option 'Show always solution' in the

 preferences
 is NOT selected.

By the way when the difference is 0 it doesn't make much sense to ask for a solution.

1.17 A new game

'New Game' - Gadget

=====

Pressing this gadget the listwiev is cleared and new numbers are generated in case you selected the option chance in the

 preferences
 .

What does stay the same are the players names, the level, the kind of the animation, the timer and the quantity of the numbers.

1.18 Preferences

'Preferences' - Gadget

=====

The preferences window is opened.

Preferences window

1.19 What the hell does this gadget

'Quit' - Gadget

=====

Ehm, well if you don't know what this gadget does you should consider to turn off your computer and send it to me!!!

1.20 Your Solution

'Your Solution'

=====

Here you can enter your solution. Only numbers from 0 to 9, +, -, *, / and brackets are accepted.

For mouse-men we built a
calculator
popup window where the actual
numbers can be choosen with the mouse.

1.21 Calculator

Calculator

=====

Here you can choose the actual numbers and the number * 10, 100 and 1000 with the mouse.

You also can choose the operators. When you make a mistake you can clear an character with '<-'.
Pressing 'OK' is the same as entering <RETURN> in the string gadget.

1.22 Remaining Time

'Remaining Time'

=====

Here you can see the remaining time you have to enter your solution.
You can change it in the
 preferences

When the time is over you get some punishment points and it's the next
players turn.

1.23 Schlawiner

'Players'

=====

Here you can see all players together with the numbers and the score
at the bottom of the list.

Example:

Numbers	Uwe	Harald	Flo	Leo	Martin	Kindy
45	0	0	1	3	2	2
31	1	0	2	1	0	0
100	1	1	0	0	1	0
62	0	1	1	1	0	3
86	0	0	3	0	1	1
89	0	1	0	5	0	0
54	1	2	0	0	2	5
Sum	3	5	7	10	6	11

1.24 Menus

Menus

=====

1. Project:
 - New Game
 - Preferences...
 - Introduction...

About...

Quit

2. Actions:

Dice

Dice again

Suggestion

Solution

1.25 Introduction

'Introduction'

=====

If you have no time to read the whole guide pick this and you'll get a short description of the game.
If you want a detailed description of the game read the rules

.

1.26 About

'About'

=====

Here you can find out who wrote this fantastic game, copyright, ...

1.27 Preferences

Preferences Window

=====

Players

Numbers

Time

Dice

Misc

Und Diese Gadgets:

Save
 Use
 Cancel

1.28 Players

Players
 =====

Here you can

first define how many players should play (up to eight)
 using the slider,

second define the names of the players using the string gadget and

third define how many players should be simulated by the amiga using
 the checkbox. When you select the checkbox there appears a ' C= '
 in the first row of the listview which stands for Commodore.

1.29 Numbers

Numbers
 =====

First you select how many numbers you want to have (using the slider).
 When you select 'chance' the numbers are generated randomly
 otherwise consecutive numbers are generated.

Examlpe

Chance is slected:

1 --> 54
 2 --> 66
 3 --> 27

·
 ·
 ·

Chance is not selected:

1 --> 1
 2 --> 2
 3 --> 3

·
 ·
 ·

1.30 Timer

Timer
=====

This option makes the game much more interesting. When you select it you have to enter your solution before the time is over. Furthermore you can define the amount of time and the amount of points you get after timeout.

1.31 Dice

Dice
=====

If the checkmark 'Show animations' is selected you get some nice animations whenever you press

Dice
or
Dice again

Furthermore you can choose one of six kinds of animations.

Note: If you have a 68000 you better disable this option.

1.32 Misc

Misc
=====

Level:

Here you can choose one of the five levels.

Show always the solution:

When the checkmark is selected you get the best solution after you entered your solution (only if the difference is not 0)

Display popup as normal window:

If you like to move the calculator popup window and if you want it to stay opened choose this option.

Dice again:

Here you can select if you want to have the possibility to dice again. Furthermore you can define how often you like to dice again.

Use calculator:

Here you have the possibility to define an external program (e.g. SYS:Tools/Calculator) when you are not so familiar with maths.

1.33 Save

Save
====

When pressing this button the preferences are saved under

ENVARC:Schlawiner.prefs

Furthermore the window is closed and you can start a new game.

1.34 Use

Use
===

The only difference to save is that the preferences are saved under

ENV:Schlawiner.prefs.

1.35 Cancel

Cancel
=====

If you press this gadget the window is closed and the preferences stay unchanged.

1.36 Preferences menu

Preferences Menu
=====

1. Project:
 Open...
 Save as...
 Quit
2. Edit:
 Reset to Default

Last Saved

Restore
3. Options:
Save Icons ?

1.37 Open

Open
====

A filerequester appears and you can select a saved preferences file.

1.38 Save as

Save as
=====

You can save the preferences anywhere you want.

1.39 Quit

Quit
====

Choosing this menuitem is the same as choosing the gadget
Cancel
.

1.40 Reset to Defaults

Reset to Defaults
=====

Choosing this menuitem the default preferences are set.

1.41 Last Saved

Last saved
=====

Here you can reuse the last saved preferences.

1.42 Restore

Restore

=====

It's the same as pressing the gadget
Cancel
but the window stays open.

1.43 Save Icons

Save Icons

=====

Whenever a preferences file is saved an icon will be created.

1.44 Schlawiner

Who wrote it?

=====

Harald Pehl
Equarhofen 8
97215 Simmershofen
GERMANY

and

Uwe Gröschner
Mühlleite 1
91465 Ergersheim
GERMANY

EMail: gac@vax.rz.uni-wuerzburg.d400.de

The game was developed on following computers:

A2000 1 Chip
4 Fast
52 MB harddisk SCSI

A2000 1 Chip
4 Fast
120 MB harddisk AT

A3000 2 Chip
4 Fast
40 MB harddisk SCSI

Printer:

Epson Stylus 800

HP Deskjet 500C

Written and compiled with:

Maxon C++ V1.10.4 (10.9.1993)

1.45 Magic User Interface

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

1.46 Magic Workbench

MagicWB
=====

MagicWB is copyright by:

Martin Huttenloher
Am Hochsträss 4
89081 Ulm
Germany

MagicWB is Shareware!!

1.47 Installer

Installer
=====

Installer is copyright by Commodore
