

# WINADV 1.0

## Colossal Cave Adventure for Windows 3

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**WINADV** is a port of the classical Colossal Cave text adventure to Windows 3. It is the result of a few nights work based on the source code of a pure text mode DOS and OS/2 family application I downloaded from one of the ftp servers carrying OS/2 software.

I added a few GUI bells and whistles to the game, but tried to maintain the original look & feel. While it is still possible to play the game using keyboard commands only, the addition of a few buttons for the most common command verbs, and a resizeable and scrollable output window (based on Alan Phillips TextView DLL) makes the play much more comfortable.

Sometimes this mixture of two user interfaces is a bit confusing. For example pushing the "quit"-button triggers the question "Do you really want to quit now?" in the output window, and has to be answered with "yes" or "no", either using one of the buttons labeled "yes" and "no", or by typing "yes" or "no" into the input window and hitting the Enter key (or pushing the OK button).

Instead of giving the dreaded "This program requires Windows" message, WINADV runs the text based DOS equivalent of the game, when called from the DOS command prompt.

### Installation

The game consists of eight files contained in one archive file:

WINADV.EXE	the game program, for both DOS and Windows
TEXTVIEW.DLL	Alan Phillips TextView DLL,
ADVENT1.TXF	Text files necessary while running the game
ADVENT2.TXF	unencrypted, so don't cheat by reading them!
ADVENT3.TXF	
ADVENT4.TXF	
WINADV.WRI	this file, documentation
README.1ST	as it says

Copy all files into a fresh subdirectory and run WINADV from there. It is a good idea to move the TEXTVIEW DLL to the Windows system directory (\WINDOWS\SYSTEM, usually), if it isn't already there. Add WINADV.EXE to the games group of the program manager.

### Running the game

Start the game, for example by double clicking on its icon in the program manager. It creates the main window (which contains part of a nice black and white picture of a dragon, from M.C.Escher), and then pops up a dialog box asking whether you want to restore a saved game. Answer "No" by clicking at the "No"-button or pressing the "n"-key, if you play the game for the first time. Now two additional windows get created: one called "ADVENTURE - Output window", which contains the game messages in black letters and your input in blue letters. Notice

that the output window starts - after some credit lines - with a question asking whether you would like instructions. Answer with yes and read the instructions. Additional information is available by using the commands "help" and "info". From now on, you're on your own.

### **Saving and reloading the state of the game**

As described in the answer to the "info" command, you can stop the game and save the actual state by using the "save" command. You will be asked for the name of a file (it will get the suffix .ADV automatically) for the game state to be saved into. Restarting the game using a saved state is done by answering "yes" to the initial question and giving the name of the saved file, afterwards.

You can bypass the initial question by starting WINADV.EXE with the -r flag. It will then ask for the name of a save-file, immediately.

### **Saving the content of the output window**

The output window has a menu entry "File" with one subentry "Save". It causes the current content of the output window to be saved into a file "ADVTRCnn.TXT" in the current directory, where nn is the smallest two digit number so that a file with that name doesn't already exist. I.e. successive calls of "Save" result in files named ADVTRC01.TXT, ADVTRC02.TXT and so on. The whole output window content including the parts which have scrolled away will be saved.

### **Scrolling the output window**

The output window has a "Scrolling" menu entry, which allows "Automatic" and "Manual" scrolling. The initial state is Automatic, which essentially mimics the behavior of a scrolling ascii text terminal, where the last n lines of output are visible. Setting the mode to "Manual" adds a vertical scroll bar, which allows scrolling back and forth and to inspect previous lines of output, up to the initial greeting messages. The output window has place for 2000 output lines, if enough memory is available.

The scrolling mode of the output window is forced to be "Automatic", if the input window gets the keyboard focus back. This is because the current implementation of the TextView window (the output window) isn't able to store lines when in "Manual" mode.

### **Status of the game**

The Colossal Cave adventure game is public domain, as far as I know. WINADV.EXE and this documentation ("the archive") , i.e. the port of the game to Windows is

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Distribution of this program is granted, if the collection of the eight files (see "Installation") is distributed together and no part is modified and no money is charged for the game itself. It is only allowed to distribute this program, if the recipient has the right to distribute this program further. It is explicitly forbidden to distribute this program, if the recipient isn't allowed to distribute the game either as copy of the archive, or as full copy of the medium (floppy disk, for example) he got the game on, at the recipients choice.

The TextView DLL is © Alan Phillips 1991