

# **Klondike ADPTools Documentation (English)**

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	<i>TITLE :</i>		
	Klondike ADPTools Documentation (English)		
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# Contents

<b>1 Klondike ADPTools Documentation (English)</b>	<b>1</b>
1.1 main	1
1.2 ch-1	2
1.3 ch-2	3
1.4 ch-3	3
1.5 ch-4	4
1.6 ch-5	4
1.7 ch-6	4
1.8 ch-7	5
1.9 ch-7.1	5
1.10 ch-7.2	7
1.11 ch-7.3	7
1.12 ch-7.4	7
1.13 ch-7.5	8
1.14 ch-7.6	8
1.15 ch-7.7	9
1.16 ch-8	10
1.17 ch-9	10
1.18 ch-10	10

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## Chapter 1

# Klondike ADPTools Documentation (English)

### 1.1 main

Klondike ADPTools v2.5  
- The ADPro tool kit for Klondike -  
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- 1.) Licence
  - 2.) Distribution
  - 3.) Introduction
  - 4.) System requirements
  - 5.) Installation
  - 6.) Startup
  - 7.) Description of ARexx programs
  - 8.) Updates
  - 9.) Contact Author
  - 10.) History / News
- Translator's note:

I have no understanding of the material in this document as I do not have any of the programs referred to not do I have AGA.

Peter Hillebrand.

It is recommended that this document be read in an orderly fashion.

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Art Department Professional - Release 2.5.0  
Copyright 1990-1994 ASDG, Incorporated - All Rights Reserved

Klondike AGA  
Copyright REKO Productions \_ All Rights Reserved

ARexx  
Copyright 1987 by William S. Hawes - All Rights Reserved

Installer v1.24  
Copyright 1985-1992 Commodore-Amiga, Inc. - All Rights Reserved

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## 1.2 ch-1

### 1.) Licence

This acceptance of the licence applies to all programs, manuals and discs pertaining to 'Klondike ADPTools' version 1.0 or higher.

If any one or more of the points mentioned hereunder is disregarded the licence will be terminated, that is to mean that your rights to use or distribute this pack will be terminated.

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Nonetheless I authorise :

- this archive may be re-archived using any archiver.
- the translation of this document into other languages (the original is in French) if and only if it is translated exactly as is.

If you wish, you may send me your translation so that it may be included in future versions of Klondike ADPTools.

(see

'Contact Author'  
)

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- I specifically authorise the authors of Klondike to incorporate the archive Klondike ADPTools with their game Klondike on the condition that they derive no commercial benefit from the inclusion.
- I authorise the distribution (on disc or CD-ROM) of the archive Klondike ADPTools in public domain collections with preference for the Amiga library (created by Fred Fish) as long as the distributor adheres strictly to the above provisions.

The author reserves the right to interdict or interrupt at any time the distribution rights of any distributor if such distributor violates, in the copyright holder's opinion, one or more of the licensing provisions.

Any profits resulting from illegal distributions must be returned to the copyright owner.

The author provides this program "as is". The user assumes all risks in the use of this program. The author will not accept any responsibility for damage arising from the use of this program, nor, but not limited to, the loss of data resulting directly or indirectly from the use of this program.

## 1.3 ch-2

### 2.) Distribution

Klondike ADPTools is FREeware, but if you wish to send me a donation, you can contact me at the following address :

Lejardinier Olivier - Klondike ADPTools  
9 rue Conti  
76600 Le Havre  
France

## 1.4 ch-3

### 3.) Introduction

This collection of ARexx programs has been created for the users of the game Klondike who wish to \* EASILY \* create their own games, hence if you do not have the game KLONDIKE DELUXE AGA, Klondike ADPTools will be of no use to you. !!!

The main aim in creating these programs was to minimise the user's manipulation of files, as well as the time needed to create a game. Hence the creation of a game is done practically all automatically.

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Remarks : A good knowledge of the documentations of the ADPro program and of the game Klondike (notably section 7. How to make a cardset) is strongly recommended to fully understand this documentation.

## 1.5 ch-4

### 4.) System requirements

In order to operate these programs, you must have :

- OS 3.0 or better.
- ARexx.
- ADPro version 2.5 or better.
- Sufficient memory (4Meg FAST minimum) and of course a hard disc.

## 1.6 ch-5

### 5.) Installation

To install on a hard disc, copy the drawer 'Klondike\_ADPTools' to wherever you want it, then double-click on the 'Install Klondike ADPTools' icon to start the installation.

## 1.7 ch-6

### 6.) Starting up

In order to use the ARexx programs in this pack Klondike ADPTools, you must start ARexx (refer to your Workbench manual for the use and installation of ARexx programs), then start ADPro.

To execute one of these ARexx programs, you should double-click in the list of 'User Commands' on :

0-Menu.adpro  
: to access all the ARexx programs of  
Klondike ADPTools.

1-About.adpro  
: to obtain information on this pack.

---

2-ScalePics.adpro  
: to create IFF 24Bits images in 86x128.

3-MakeGlobalPalette.adpro  
: to calculate the global palette of the  
images previously created.

4-RenderCards.adpro  
: to create the normal cards as well as the  
extra cards.

5-MakeCardset.adpro  
: to create the card game.

## 1.8 ch-7

### 7.) Description of the ARexx programs

As a general rule, to create a new card game you will use the program

```
'0-Menu.adpro'  
then execute all the programs in order 2, 3, 4 and 5.
```

\*\*\* VERY IMPORTANT ADVISORY \*\*\* :

YOU MUST IN NO CASE USE ANY ACCESS PATHS THAT INCORPORATE SPACES IN  
THEIR NAMES UNDER PENALTY OF INOPPORTUNE INTERRUPTIONS TO THE  
PROGRAMS. (bug in the instruction ARexx WORD() ???)

7.1) Preparation of images

7.2) 0-Menu.adpro

7.3) 1-About.adpro

7.4) 2-ScalePics.adpro

7.5) 3-MakeGlobalPalette.adpro

7.6) 4-RenderCards.adpro

7.7) 5-MakeCardset.adpro

## 1.9 ch-7.1

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### 7.1) Preparation of images

Before being able to create a new card game you must have on your hard disc a sufficient number of images of your choice in whatever format and size you wish, but  $\geq 86 \times 128$ .

Users of scanners can digitise directly their images in  $86 \times 128$  format, save then uniquely as IFF 24Bits and use the programs 3 to 5.

Otherwise you will need :

- \* 52 images for the actual cards.
  - + 1 image CARD00 = card "REKO-Production" (refer Klondike doc).
  - + 1 image CARD01 = card with only a frame (refer Klondike doc) designating an empty space on the screen.

-> For these two cards, you can use those found in the drawer "Klondike\_ADPTools/Templates".

- + 1 image CARD02 = representing the back of the card (refer Klondike doc).

this for a standard card game (55 cards)

For an "extra" card game (59 cards) you will need in ADDITION :

- + 1 image CARD55 = card extreme left bottom of screen.
- + 1 image CARD56 = card centre left at bottom of screen.
- + 1 image CARD57 = card centre right at bottom of screen.
- + 1 image CARD58 = card extreme right at bottom of screen.

- \* 52 image symbols (spade, heart, etc...)

-> You are strongly advised to use those provided in the drawer "Klondike\_ADPTools/Symbols".

The aim of Klondike ADPTools is not to waste time designing new symbols.

And finally, to obtain a perfect result, these images should for preference conform to the following points :

- they should be taller than their width in a system (ideal) of  $86/128=0.67$  (example format :  $344 \times 512$ )
- they should not already contain borders in black or of any other colour.

If it does happen, you can load the image under ADPro and use "Operators/Crop\_Visual" to suppress them then save the image preferably as IFF.

## 1.10 ch-7.2

### 7.2) 0-Menu.adpro

This ARexx program gives you fast access to all the other ARexx scripts.

As well the choice "Execute all passes" will allow you to create a new card game from zero.

## 1.11 ch-7.3

### 7.3) 1-About.adpro

This ARexx program allows you to get informations about Klondike ADPTools.

If you find one or more bugs (=errors) in Klondike ADPTools, you should use the Bugs\_Report file to fully document the bug and advise the author.

## 1.12 ch-7.4

### 7.4) 2-ScalePics.adpro

This ARexx program allows the reduction of your images to 86x128 then to save them as IFF ILBM 24 Bits.

These images will be used later by the programs 3 and 4:

- Start this program from ADPro.
- Choose the images to be reduced (normally 52, but you may choose more to create an image bank then choose those to be actually used).
- Choose the destination of the reduced images.
- Enter the base-name of the reduced images.

Ex : If you enter "Card", the images will be called :  
Card.001  
Card.002  
etc...

Remarks : The program will provide by default the name of the first image selected.

---

IMPORTANT : After the execution of this program, you can delete those images that you do not like but you must be sure that at the end of this operation that there are actually 52 files numbered successively from 001 to 052.

## 1.13 ch-7.5

### 7.5) 3-MakeGlobalPalette.adpro

This AReXX program allows the calculation of the global palette of the images reduced with

```
'2-ScalePics.adpro'
```

, thus, all the cards can be

filed simultaneously on the same screen with good colours :

- Start this program from ADPro.
- Choose ONE of the reduced images in 86x128 format.
- Then the program will ask if you want to define yourself the background colour or use the default instead.

If you want to define your own colour. the program will ask you to enter the three components of the colour.

- The program calculates the global palette while loading as many as possible of the reduced images.
- Choose the destination and name of the palette file.

## 1.14 ch-7.6

### 7.6) 4-RenderCards.adpro

This AReXX program allows the creation of the normal cards (those with symbols) as well as the extra cards (card backs etc...).

It will use the images reduced by

```
'2-ScalePics.adpro'
```

as well as

the global palette calculated with

```
'3-MakeGlobalPalette.adpro'
```

.

- Start this program from ADPro.
  - Select the types of cards that you want to create.
-

According to the choice that you have made, certain of the following operations may not be effected.

- Choose ONE reduced image.
- Choose the global palette.
- Choose ONE image symbol.
- Choose the destination of the cards created.
- Enter the name of the card game to be created.
- The program starts by creating the normal cards.
- Choose the type of game :
  - 55 cards : standard
  - 59 cards : extra
- No matter which you choose, you must select the cards CARD00, CARD01 and CARD02 (refer Klondike doc).
- ALSO if you have chosen extra, you must also select CARD55, CARD56, CARD57 and CARD59 (refer Klondike doc).

## 1.15 ch-7.7

### 7.7) 5-MakeCardset.adpro

IMPORTANT NOTE : The utility 'REKO' provided with the game Klondike and with this archive must be located in 'C:'.  
(see  
'Installation'  
)

- Choose ONE card image.
- Choose the destination of the card game.
- The program creates the game.
- The program will then ask if you wish to delete the cards created.

You can now assign this new game to a key under Klondike, for this you should edit the file REKO.Prefs.

In order to have maximum available memory for the game, I advise you to reboot your Amiga, and if this is not enough, to deactivate all commodity programs that may be running in background.

If despite this, you still do not have sufficient memory available, you can quit ADPro, open a Shell (or CLI), go yourself in the drawer

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where the created cards are located then type :

```
REKO Card 0 59
```

...assuming that the cards have a base name "Card" and the game is one with 59 cards.

You should then rename the file "card.reko" in the current drawer and put it in the drawer "Klondike/Cards".

## 1.16 ch-8

### 8.) Updates

If I continue to develop Klondike ADPTools, future updates will be placed in various public domain collections.

## 1.17 ch-9

### 9.) Contacting the Author

You are welcome to send me bug reports, comments or suggestions to the address below :

```
Lejardinier Olivier - Klondike ADPTools
  9 rue Conti
  76600 Le Havre
  France
```

To properly report bugs, please use the file 'Bugs\_Report' contained in this archive.

Note : If you have a printer click ONCE on 'Print' program, then double-click on the 'Bugs\_Report' icon.

In order for this to operate, the program "PrintFiles" (provided with Workbench) should be in the drawer SYS:Tools.

## 1.18 ch-10

### 10.) History

v2.5 (05.08.97) :

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- Added english documentations translated by Peter Hillebrand.

(Thanks a lot Peter !!)

- Updated installation program (english & french version)

v2.0 (16.06.97) :

- Rewrite all the ARexx scripts

- Bug in the command ARexx "GETFILES" in ADPro :

If the access path appearing in the file requester contained an '/' at the end, the list of files chosen obtained by "GETFILES" was incorrect (the access paths to files contained two '/' which prevented access to the files and caused an error message to appear).

The ARexx programs allow for this bug and use a 'work-around' to correct it.

- Deactivation of processor caches and increasing the stack size before using the tool REKO to create the card game.
- Ergonomics improved again : It is no longer necessary to reselect each time the 52 files required for the creation of the card game.
- All the scripts safeguard on the hard disc the important variables such as the access path for the images, symbols and palette, the current counter of cards, etc... facilitating the choices in the various requesters shown by the programs.

v1.25 (15.05.95) :

- Updated all the ARexx programs.

v1.2 (07.05.95) :

- Correction of some bugs.
- General ergonomic improvements of the ARexx programs.
- Optimisation of the ARexx programs.
- All the scripts save the important variables such as the access paths for the images, symbols and palette, the current counter of cards, etc... facilitating the selections in the various requesters shown in the programs.

Note: At this actual time, this saving is lost on each reboot of your Amiga.

- Added a second collection of symbols (Klondike\_ADPTools/Symbols/2).
-

- Added a file 'Frame\_BackCard' in the templates.
- Updated the documentation.
- Added the files  
    'Bugs\_Report' and 'Print'  
    to make it easier to report  
bugs.
- Ability to erase the files which have been used to create a card game (uniquely the cards created with the palette, not those which are in the format IFF ILBM 24 Bits).

v1.1 (06.04.95) :

- Correction of some bugs in the message requesters.
- Better control of file/system errors.
- Automatic determination :
  - of the base name of the cards
  - of the name of the global palette.
  - of the name of the preview.  
    from the first file chosen.
  - of the number of cards to be used to calculate the global palette.
- Ability to choose your own colour or use a default.
- Added the program '4-CreateCardset.adpro' in case the program '3-RenderCardset.adpro'.
- Support for Commodore's Installer program for the  
    install  
    function.

v1.0 (22.02.95) :

First version.

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