

# Soliton

**COLLABORATORS**

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

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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  
\*  
Giftware  
.

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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Germany

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Updates and a cardset gallery can be found on my homepage or in Aminet (game/think and game/data).

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

Francais:

Franck Aniere	<aniere@univ-mlv.fr>	(Guide, Install)
Francis Labrie	<fb691875@er.uqam.ca>	(Catalog)
Franck Routier	<alci@club-internet.fr>	(Proofreader)

Svenska:

Magnus Holmgren	<cmh@lls.se>	(Translator)
Linus Silvander	<linus.silvander@parnet.fi>	(Proofreader)

Norsk:

Audun Vaaler	<audunv@powertech.no>	
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Italiano:

Luca Nora	<ln546991@silab.dsi.unimi.it>	(Translator)
Roberto Patriarca	<R.Patriarca@flashnet.it>	(Proofreader)

Nederlands:

Guno Heitman	<fam.heitman.@tip.nl>	(Translator)
Frank Mosch		(Proofreader)

Español:

Arturo Roa	<aroad@redestb.es>	
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Suomi:

Pekka Kolehmainen	<pekkak@icenet.fi>	(Translator)
Linus Silvander	<linus@icenet.fi>	(Proofreader)

## 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 top or 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!

The look of the button bar and the existence of the move indicator is configurable  
.

## 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

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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.

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### 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

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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

What you should know:

- \* 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.
- \* Depending on the window height Soliton always shows at least 1/9 of an overlapped card. So the value (K, Q, J, 10, ...) of the card should be placed readable in the first 9th part of the card - if possible.
- \* You can use any color depth you like. Soliton will remap the cardset to the present display environment 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 datatypes I believe IFF, JPEG or PNG to be the best choice.

#### Publish

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.

H A V E F U N ! ! !

## 1.9 History

### H i s t o r y

- V1.51  
97-12-22
- \* New swedish documentation and catalog update.
  - \* French catalog updated.
  - \* New translation: Suomi
  - \* Fixed scoring bug for some strange moves.
  - \* Extended doubleclick feature: doubleclicking a card now executes ANY possible move.
  - \* The excotic "one file for each card" file format is not documented anymore. As far as I know it has never been used. (Please tell me if you still need it)
- V1.50  
97-06-01
- \* Rewrote drag'n'drop mechanism. Now there is smooth card movement at the end of a drag'n'drop and smooth (flying) drag abort.
  - \* Multi level, flying undo.
  - \* Reduced minimal window size again. This is nescessary to startup on small screens.
  - \* New scoring system (influenced by game time), score display in main window, highscore list.
  - \* Translation update: Nederlands
  - \* Fixed Reko2Soliton.ifx (Thanks to Nathan Black).
  - \* Cosmetics in About window. Did you ever look at it?
- V1.40  
97-05-03
- \* Soliton is now much more tolerant concerning the correct drop position. That means: less "beeps" for you!
  - \* Fixed double checkmarks in profiles menu.
  - \* Reenabled friend bitmaps for Cybergfx -> faster.
  - \* New translations: español, nederlands
  - \* Redesigned default cardset
  - \* PPaint7 script to convert cardsets to Soliton format.
- V1.31b  
97-04-10
- \* Fixed possible crash/hit at startup.
  - \* Fixed possible deadlock with drag'n'drop.
  - \* Statistics window remembers position now.
  - \* Updated translation: Svenska.
  - \* Fixes standard design move button.
  - \* Disabled 'flying card' by default. The feature seems to be buggy and crashes on some machines. Please read "readme.1st" for details!
  - \* Added graphics hardware check in About window and compiled without optimizations for debugging purposes.
  - \* Move indicator disappears completely when disabled.
- V1.30  
97-03-09
- \* Move indicator button
  - \* "Cool buttons" ;- ) on the left side of the window.
-

- \* Cards 'fly' to their destinations.
- \* Cardset-pattern-profiles selectable via menu.
- \* Fixed bug with dragged cards trashing display.
- \* Opaque cards switch has been ignored sometimes.
- \* Display beep and 'Auto turn topleft' can be disabled.
- \* Fixed 'Help' menu item.
- \* ImageFX scripts to convert cardsets to Soltion format.
- \* Fixed cleanup bug when auto open was switched off.
- \* Rules bugfix : A on 2 now allowed (quite useless anyway), but no more K on A. Ability to move cards back from the four destination stacks.
- \* Optional are-you-sure-requesters before 'New game' and 'Quit'.
- \* New languages

V1.20  
97-02-18

- \* Timer
- \* Statistics window
- \* Support of the V43-Datatypes for more than 256 colors.
- \* Increased rendering speed on screens with more than 256 colors (especially on CyberGraphics systems).
- \* New catalogs: Francais, Svenska
- \* Improved default cardset a bit.
- \* Drag point could jump away when dragging cards very fast.
- \* Reworked install script.

V1.10  
97-02-08

- \* Implemented UnDo.
- \* Optional opaque card movement.
- \* Drag'n'drop begins when you move the mouse, not before. Right mouse-button aborts drag'n'drop.
- \* Size of covered cards depending on windows height.
- \* Automatic turn-around of topmost cards can be switched off now.
- \* Cosmetics in some requesters and settings window. New icon.
- \* New games were immediately cleaned up sometimes. Oops.
- \* Internally: KaiLib ;-)

V1.00  
97-02-01

- \* First version

## 1.10 Copyright

### C o p y r i g h t

Soliton is copyright ©1997 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.

!!

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.

## 1.11 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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GERMANY

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.

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