

in

COLLABORATORS

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| | <i>TITLE :</i> in | | |
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REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
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Chapter 1

in

1.1 PingPong V1.3

PING PONG V1.3

© 1994 by Michael Bauer

About

Physics

Distribution

Tooltypes

Steering

Hardware

Thank you

And the rest

1.2 About

Ping Pong is an old classic among the computergames. Who doesn't know the old consoles with their paddels and the games Ping Pong, Squash and Tennis. I've searched for this games but didn't find any good version, so I tried to do one myself. Unfortunately the first version was full of really nasty bugs. I hope they're gone with this version.

Ok, now some features:

The sprites can be seen with Kickstart 3.0

It's a bit more font sensitive.

I've included a 2 player mode

The speed is slightly variable now.

```
Pingpong won't work with Kickstart 1.3 and less. ;c)
You can move the window.
You can win against the Computer.
It will work in Interlaced Mode.
I have included some samples.
etc ...
```

Todo:

```
I'd like to make it work on networks.
Perhaps I'm going to include a Monica Seles Sample soon ;c)
etc ...
```

1.3 Physics

I guess every player with a bit of physical education will notice that the movement of the ball doesn't fit with physical reality. This has a simple reason. In the very beginning of this version the game was written very tight to real physics. But I've recognized that this makes the game very boring because it was too easy.

1.4 Tooltypes

The setups can be changed via Tooltypes.

```
BALLSPEED=[1|2|3|4]      Speed of the ball.
RACKSPEED=[1|2|3|4]     Speed of the racket.
SOUND=[ON|OFF]          Turns the sound on/off.
MODE=[0|1]              0 = 1 Player / 1 = 2 Player
PLAYER1=Name1           Name of Player1, up to 10 characters
PLAYER2=Name2           Name of Player2, up to 10 characters
DIFFICULTY=[0|1|2|3|4] Skill of the computerplayer.
```

CLI-Usage:

```
e.g pingpong_v1.3 BALLSPEED=3 RACKETSPEED=2 SOUND=OFF MODE=0
```

1.5 Distribution

Ping Pong is Mailware. You may copy it to all of your friends, but it would be kind if you'd send me a postcard or a letter or even a EMail if you like this game.

Public Domain series:

Permission is granted for Fred Fish and SaarAg. All other series may use this program as long as they don't charge more than 5 US-\$ or 6 DM for a single disk. It would be nice too if they'd send me a short note.

Mailboxes, etc:

I'm going to spread this game via Aminet. But other Mailboxen may use it too.

Magazines:

You may put it on your coverdisks. But it would be kind if you'd send me a note and if you'd send me the magazine for my collection :c)

Rights:

The copyright of this program is mine. But I can't take any responsibility for possible damages made by this game. This archive may only be distributed in unchanged state.

Important:

Persons who support violence against foreigners aren't allowed to use this game.

1.6 Steering

Player 1 uses the left Shift and Alt key. Player 2 uses the right Shift and Alt key. (Only in 2 Player mode)

Gadgets:

About: Opens the About Window

Setup: Opens the Setup Window

Pause: :c)

Quit: Quit...

Tips & tricks:

- Set the speed of the ball and the rackets to the same value, this will give you best results (IMHO)
- The difficulty gadget sets the strength of your oponent.

1.7 Hardware

Simply take an Amiga with at least Kickstart 2.0 :c)

1.8 Thank you

A thank you goes to

all the people who encouraged me to write a new version.
Matthew Dillon for his incredible DICE.
Jan van der Baard for writing his Gadtoolsbox.
Stefan Becker for the toolmanager docks (Read the source, luke)
my mother for the excellent catering service
Fred Fish for all he did and will do supporting the Amiga
all the people who distribute their programs as Freeware/Giftware
all the people on #Amigager

... and to my betatesting staff :c)

Reinhard "Suamor" Katzmann for helping me with the Bobs.
Volker "Flagor" Graf
Peter "Der Dosen Benutzer" Strobel for Betatesting in 2 Player mode.
Danny Amor
Jan Freuer
Martin Schlodder
all the people I have forgotten
...

1.9 And the rest

How to reach me ...

If you like this game or if you find some bugs or if you'd like to tell me your idea, ... , write to

Michael Bauer
Hegelstr.27
72072 Tübingen
07071/72293
Germany

EMail : bauermichael@student.uni-tuebingen.de
IRC and Nightfall (134.2.62.161 4242) : Gutgolf

If you don't like the game at all or if you're searching for a reason to flame other people, write to ...

UNIX: /dev/null
Amiga: NIL:

And please forgive me for all my typos in this document. :c)
