marbles

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COLLABORATORS

	TITLE : marbles		
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marbles

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                Marbles V1.0
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1.2 What is this all about

```
                 What is this all about
---------------------
```

Why was this game made? Well, it all started when I played a small
game named boxes with one of my friend's TI-85 calculator. I got
addicted and I bet with my friends that I can port that game for my
amiga in a short time. I won the bet, here the game is.

Marbles is based on a very simple idea like boxes, but still it's very
very addictive. Somehow you cannot leave the game until you have
completed all of the levels. At least I can't, and I believe that you
can't either. :)

Have fun with the game and please, if you like the game, drop me a

```
              mail
```
. I'd like to hear from you.

Sources for Marbles are available on request!

1.3 Disclaimer

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OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN
ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

1.4 Authors

Marbles V1.0 has been brought to you by following people:

```
Programming ...................... Jarkko Vatjus-Anttila (Kerma)
Graphics ........................... Sami Kemilä (Butaine.Bob)
Music ............................. John Doe (Assault System)
Docs ........................... Jarkko Vatjus-Anttila (Kerma)
```

The music is composed by Heatbeat/Rebels according to the sample
texts. Sorry dude because I didn't contact you before using your
tune, but I didn't find your address. If you recognize yourself,
drop me (Jarkko) a mail!

To contact just use any of the addresses below:

```
----------------------------------------------------------------------
Jarkko Vatjus-Anttila   email: quaid@kempele.fi
Linnukkatie 2
90450 Kempele     WWW: http://www.kempele.fi/~quaid/
Finland
```

Note: My EMail account expires on the first of june 1997. I don't know
my new address yet, so if you want to get in touch with me, try to
drop the main before June.
```
----------------------------------------------------------------------
Sami Kemilä     email: sima@pato.vaala.fi
Kivitie 5
91700 Vaala     WWW: http://www.vaala.fi/~sima/
FInland
----------------------------------------------------------------------
```

1.5 Installation:

```
                Installation
------------
```

You need not to do anything special to install the game. It doesn't
require any fonts or external devices. The only exeption is the
BFBPlayMaster.library in the libs drawer. The library is not needed to
play the game, but if you want to playback music during the game, then
it has to be installed. Simply copy the contents of the libs/ drawer
into your libs: drawer.

BFBPlayMaster.library is a multiformat moduleplayer that is able to
playback different music format transparently to the user. This means
that you can play every music format in the background bu just
selecting the module file. However, in this package only the
ProTracker subreplayer library is included. This means that if you
want to playback other formats too than ProTracker, you have to
download the BFBPlayMaster.library package from amiget and install it
to your system. By doing this Marbles is also automaticly able to
playback the different moduleformats. See the
```
                .readme
                and
                Announce
```

                          texts for further information in this matter.

  That's it. After this just make sure every file is in its right place.
  Binary files are searched from PROGDIR:bin and music from
  PROGDIR:Music. The directory structure should look like this:

```
   Levelsets (dir)
     Default.lvl
   bin (dir)
       Gadgets (dir)
         gadget01.bin                    gadget02.bin
         gadget03.bin                    gadget04.bin
         gadget05.bin                    gadget06.bin
         gadget07.bin                    gadget08.bin
         gadget09.bin                    gadget10.bin
         gadget11.bin                    gadget12.bin
         gadget13.bin
     Blocks.bin                        Graphics.bin
     Palettes.bin
   Music (dir)
     mod.IntroTune
   Save (dir)
   Docs (dir)
     Marbles.guide
LevelEditor020                      LevelEditor020.info
LevelEditor                         LevelEditor.info
Marbles020                          Marbles020.info
Marbles                             Marbles.info
Marbles.readme
```

  See also
                trouble shooting

1.6 Launching

                Launching

Ok, how to launch this baby. Just by typing the name of the game:
Marbles or Marbles020 depending on your machine configuration. You can
launch the program from WorkBench too if you like.

If you experience troubles with launching the program check out the

                trouble shooting
                section. If it doesn'y help either, then
                contact me

1.7 Gadgets

```
            Main gadgets
------------

1. Load levels   Load a new levelbank. Levels in marbles are
      gathered in one big file. This way everyone
      can make his/her own levels and automaticly
      save it in one file. No moe hundreds of files.
      Just a handy package.
2. Load music   Quite obvious. It just calls the bfbplay
      library to change music.
3. Load game    Load a game in progress. To start a game you
      have to load one of the level banks or a saved
      game.
4. Start game   What might this be. :)
5. Quit and die   Quit to WorkBench and kill all used resources.

Ingame gadgets
--------------

1. Undo     This one allows you to correct one faulty move
      If you happen to typo. The game stores only
      one move in memory at a time, because otherwise
      you could try and undo the whole level.
2. Abort    Aborts the whole game. You are not able to
      continue aborted game unless you have saved it
      first.
3. (c)      Show some credits.

See also the
            in game keys
             .
```

1.8 In game keys.

```
In game keys:
-------------

The marbles has a few in-game keys you should know about:

's' or 'S'  Save game. The game is saved to position where you
    were when you first began the level. This is because
    otherwise you could move one step and save the game
    again and again. I'm just preventing this.
'l' or 'L'  Load a game in progress. The previous game will be
    erased from memory.
'm' or 'M'  Change the background music.
'r' or 'R'  Restart level.
'u' or 'U'  Undo last move.
'4'   Move left.
'8'   Move up.
'6'   Move right.
'2'   Move down.
Esc   Exit the game.
```

1.9 Trouble shooting

```
                     Trouble Shooting section
      ------------------------
```

Sometimes Marbles may throw you out of the game and display an error
message. If Marbles figures the problem out itself, it displays a
corresponding error message and exits freeing all resources. If there
happens a crash or a message is not displayed it's probably because of
a bug, and it should be reported to
                me
                   .

Here are the descriptions for error messages:

E: Unable to open intuition.library V36+.
R: This appears only if you try to load this on an Amiga that has
   older kickstart ROM than V2.04.

E: Unable to open asl.library V36+
R: Make sure the asl.library V36+ is properly installed in your
   system.

E: Unable to open graphics.library V39+
R: Take a look at the first error message above. This game requires
   Kickstart V3.0+ (V39).

E: Unable to allocate memory.
R: Quite obvious. You have run out of memory. Close something and try
   again. Note that this software requires 1Mb of Chip RAM.

E: Unable to allocate asl request.
R: This happens too if you have too little public memory. Close
   something and try again.

E: Unable to open screen/window.
R: You either have run out of chip memory or you don't have an AGA
   machine. This game requires at least 1Mb of free chip RAM.

E: Troubles with palette files: bin/palettes.bin
R: This happens when you have run out of memory or the file is somehow
   broken. If you have a lot of memory, make sure you have
                installed
                     the game correctly.

E: Trouble with gadget files: bin/gadgets/gadget*.bin
R: This happens when you have run out of chip memory or the files
   cannot be read or are broken. Of you have a lot of free memory,
   then make sure that you have
                installed
                the game correctly.

E: Any error message appearing with music.
R: Music errors are all produced by BFBPlayMaster.library. Take a look
   at it's documents for more info.

1.10 bfbreadme

This is the readmefile of the BFBPlayMaster.library. See also ↩
the

announce
file.

```
Description:    V1.1 library based multiformat moduleplayer. All Amigas.
Author:         Jarkko Vatjus-Anttila <quaid@kempele.fi>
Uploader:       Jarkko Vatjus-Anttila <quaid@kempele.fi>
Version:        1.1
replaces:       mus/play/BFBPlayMasterU.lha
Dir:            mus/play
```

BFBPlayer is a library based multi-format module player like SmartPlay
but smarter. It uses multiformat replayer library system called
BFBPlayMaster.library.

DEVELOPERS: check out the package mus/play/BFBPlayMasterD.lha. It offers
you the needed information about how to use these libraries in you own
applications.

This version is 1.1 and adds following features since last version:
 - Displays sample lengths too, if possible.
 - Preferences setup. You can save windows' positions and your own module
   path.
 - Several bugs and improvements are made to the library system since last
   release so everything fixed there are automaticly fixed in this player.

 Some features of the player:
 - Small memory consuption: 20 kb for the player and about 100 kb for
   libraries in total.
 - XPK support.
 - Separate versions for KickStart V1.3 and V2.04+ to take full
   advantage over their features.
 - It won't beat HippoPlayer, the best, but it's good anyway and it's
   freeware.
 - The package introduces a new module format BMOD. There is a converter and
   of course a replayer library to play the modules.
 - Autodocs and other developer information is available, but in other
   package: mus/play/BFBPlayMasterD.lha.

 Currently supported module formats are:
  1) ProTracker   2) MED / OctaMED
  3) QuadraComposer   4) The Player 6.0a
  5) The Player 6.1a   6) David Whittaker
  7) GMOD   8) DigiBooster
  9) PSID   10) THX Sound System
 11) Oktalyzer   12) BMOD
 13) TrackerPacker III

Download this now, it's worth it!!

--

Author: Jarkko Vatjus-Anttila <quaid@kempele.fi>

1.11   BFBAnnounce

This is the announce file of the BFBPlayMaster.library. See also ←
the

.readme
file.

Do you have problems with music in your applications? Do you find difficulties
in interrupt setup or in audio channel allocation? These problems don't need
to exist anymore!! BFBPLAYMASTER.LIBRARY has born!! Read on...

What is bfbplaymaster.library??
   It's a library that uses sublibraries to playback different types of
   modules. All module formats are completely accessible through the master
   library. You do not need to know what you are tryng to play or is it
   even possible to start the playback. Bfbplaymaster.library does EVERYTHING
   for you. Functions are called with taglists so you do not need to mess
   up with the registers.

A multiformat replayer library?? Which formats are supported??
   Currently supported formats are:
    1) ProTracker   2) MED / OctaMED
    3) QuadraComposer   4) The Player 6.0a
    5) The Player 6.1a   6) David Whittaker
    7) GMOD   8) DigiBooster
    9) PSID   10) THX Sound System
   11) Oktalyzer   12) BMOD
   Remember that every replayer is in it's own sublibrary, so if you need to
   replay only one format in your application, you can easily call directly
   the corresponding sublibrary and forget the others. This saves space but
   does not allow you to call AllocateChannels() function.

Quite a list. What is the needed hardware/software??
   Only the ones your program needs. These libs are capable to run on all
   Amiga machines with KS1.3+ and mc68000 CPU. Note that some of the libs
   may require 020+ CPU, like THX sound system and some may need higher
   kickstart than v1.3. However, all things like that are exaplained in the
   documents coming with the developer package.

Sounds interesting. How am I supposed to use those libs then??
   When copying the developer package you receive complete autodocs,
   example sources and includes in both C and assembly language. They are
   free to use. (Autodocs are in AmigaGuide format :)

FREE TO USE!! You mean NO registration fee??
   Nope. You are allowed to use the libs in your NONCOMMERCIAL programs for
   free. Only the commercial use is not allowed without my permission.

Too good to be true. There has to be a catch.
   No there isn't. I've seen enough programs that fail with music or play

  it wrong hanging or crashing my machine. This doesn't need to continue
  anymore... Oh yes, there was something. Because these are standard runtime
  libraries, you are not allowed to stop multitasking or make non-systemfriendly
  events, but I think that's not a problem, is it?

WOW! I'm off to get those, but where they are?
  In the same place than other wonderful Amiga software, AMINET. Remember that
  there exist two packages:
    BFBPlayMasterU.lha   mus/play
 V1.1 library based multiformat moduleplayer. All Amigas.
    BFBPlayMasterD.lha   mus/play
 V1.1 Developer material for BFBPlayMaster.library.
  Depending on your purposes download the right package or preferably both.

  The packages were uploaded into ftp.uni-paderborn.de on 25th of October
  1996, so if you are not able to find the files from aminet soon after
  that, you are free to ask me to send them to you. Or in other case, if you
  find difficulties in downloading the files, for example your local
  aminet mirror does not work, then drop me a mail and I'll send them for
  you! That's no problem.

Remember that a program worth using is a program worth rating. RATE!! ;)

If you have anything to inquire, suggest or complain, feel free to contact
me. The EMail address is <quaid@kempele.fi> but It'll expire on the 1st of
June in 1997.

1.12 Level editor

                 Leveleditor:

  Here lie the instructions for the leveleditor. The version of the
  editor is shareware and it doesn't allow you to build levelsets with
  more than one level. By registering the editor you'll receive a full
  version with no restrictions. The registration fee is $12 USD or 50
  FIM and I prefer that you send cash as payment. Do not send coins.
  Remember to tell if you want the editor by SMail or by EMail. If you
  want it by SMail you don't need to worry about the disk. I'll send it
  to you free.
                  Contact
                  me and ask more details if
  you are interested!

  I think the leveleditor itself is very easy to use. The gadgets explain
  themselves so all I have to do is tell you the following:

  - Each level has to have a starting point. Quite obvious, huh?
  - Each level has to have equal number of balls and goals. Otherwise
    the levels would be impossible to pass.
  - You may use any combination of wall pieces and others items.

  Keys:

```
's' or 'S'  Save the levelset.
'l' or 'L'  Load a levelset.
'4'   Abjust level to leftwards.
'8'   Abjust level to upwards.
'6'   Abjust level to rightwards.
'2'   Abjust level to downwards.
Del   Delete current level.
Esc   Quit the editor.
```

1.13 Thanks

```
Thanks
------

Here are some people who are involved with this project in a way or
another:

Ville Helin   - Thanks for betatesting, dude. :)
Jukka Vatjus-Anttila  - My little brother handled the level testing.
Arto Pekkala   - Thanks for loaning your TI-85 and "boxes".
Unknown composer  - Thanks for the great music, who ever
        you are.
```