lazymines

Håkan L. Younes

COLLABORATORS

	TITLE : lazymines		
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WRITTEN BY	Håkan L. Younes	August 26, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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lazymines

1.1   LazyMines Documentation

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Welcome to LazyMines – the most complete minesweeper game for  ←
    Amiga!


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1.2 Copyright Notice

                    Install, LazyMines, LazyMines.info, LazyMines.guide, the Swedish
catalog, and convscorefile
Copyright (C) 1994-1998 Håkan L. Younes.

Danish translation by Kenneth Fribert.
German translation by Niels Knoop.
Italian translation by Luca Del Buono and Alessandro Basso.
Norwegian translation by Lars Christian Schreiner.
Polish translation by Piotr Grygiel.

LazyMines.guide.info (MagicWB style) by Martin Huttenloher (from his wonderful
MagicWB-package).

This program may be freely distributed except for commercial purpose, so long
as the
                    files
                     included are not separated or modified. It may not be included in
any commercial packages without the author's written permission. If included
on coverdisks, the author's name must be mentioned inside the magazine.

THIS SOFTWARE IS PROVIDED "AS-IS". NO WARRANTIES ARE MADE. ALL USE IS AT YOUR
OWN RISK. NO LIABILITY OR RESPONSIBILITY IS ASSUMED.

1.3 The Files

A complete archive includes the following files:
   lazymines
   lazymines.info
   convscorefile
   install
   install.info
   lazymines.guide
   lazymines.guide.info
   catalogs/lazymines.cd
   catalogs/template.ct
   catalogs/dansk/lazymines.catalog
   catalogs/deutsch/lazymines.catalog
   catalogs/italiano/lazymines.catalog
   catalogs/norsk/lazymines.catalog
   catalogs/polski/lazymines.catalog
   catalogs/svenska/lazymines.catalog
   misc/lazymines.info
   misc/lazymines.guide.info
   misc/palette.ilbm
   misc/palette3.0

1.4 Acknowledgements

Many people have shared their feelings about LazyMines with me, but there are
a few who's ideas, comments and work have helped me a lot in improving this
game. These people include David Slonosky, Lars Christian Schreiner, Niels
Knoop, Paymon Yau, Piotr Grygiel,"C.A.", Kenneth Fribert and Luca Del Buono.

I hope that you will always let me know your feelings about my products. It's
through such communication that the progress of Amiga software continues to be
accomplished.

This program is dedicated to Odd Möller, a great source of inspiration to me.

1.5 Installation

To install LazyMines from scratch or to update an old version just run the
installation script. (The script requires Commodore's Installer to run. If you
don't have it, it can be found on aminet).

If you update from a version prior to 3.0 your old highscore file will
automatically be converted to a new highscore file.

If you choose to install the MagicWB style icons without having MagicWB
installed you can still get them look nice. For this purpose you need at least
an 8 color Workbench screen and you will have to load the correct color
palette into the Palette Preferences. The palette can be found in the misc dir
(one for 2.x and one for 3.x).

1.6 System Requirements

LazyMines will run on any Amiga computer with AmigaOS 2.0 or ↩
higher (or at
least I hope it will).

If you have AmigaOS 2.1 or higher, LazyMines will try to use the
language
you
have selected through Preferences.

To get the most out of LazyMines (i.e. colorful graphics) you need at least
AmigaOS 3.0.

1.7 Troubleshooting

If you get the message "Screen is too small!" when you run LazyMines, you're
either using a too big screen font or you're trying to run LazyMines on a too
small public screen. LazyMines is guaranteed to open on a 640 x 200 screen
with a screen font of resonable size.

When there are no public screens open you will get the message "Couldn't lock
public screen!".

If you get a message about opening libraries make sure you've got at least
version 37 of the system libraries.

Any other messages are probably due to lack of memory. They're not likely
to show up.

1.8 The Game

                    Your task is to sweep a minefield. You can either choose to sweep ←
                        the entire
field or just a path from the top/left corner to the bottom/right corner of
the field.

Use the left mousebutton to reveal a cell.
Use the right mousebutton to lock an unlocked cell. Pressing the right button
over a locked cell will remove the lock (if you have selected Warnings from
the
                    Settings menu
                     this will place a warning on that cell instead. Press the
right button once more to remove the warning too).
Use both (left and right) mousebuttons to reveal all cells around the cell
you clicked on. This will also make the game place flags on cells that
obviously must be mines.

The numbers printed in revealed cells tell you how many neighbours that
contain mines.

1.9 The Menu

                    Game
New   - Starts a new game (same as pressing the
                    Smiley gadget
).
Novice   - Sets the level to novice and starts a new game.
Amateur   - Sets the level to amateur and starts a new game.
Expert   - Sets the level to expert and starts a new game.
Optional...   - Allows you to set the properties of the minefield before
                          a new game is started (no highscores are saved for this
                          level).
Fastest Sweepers... - Shows the fastest sweepers of the current level.
About...   - Shows info about the program (i.e. version number, name
                          of the author and creation year).
Quit LazyMines   - Quits the program (same effect as pressing the

                    Closegadget
).

```
Settings
Task                - Lets you choose if you want to sweep the entire field or
                      just a path and then starts a new game.
Warnings            - When this is checked warnings can be placed.
No Colors           - Check this if you want the system pens to be used for the
                      graphics (default on versions prior to 3.0 of AmigaOS).
Automatic Opening   - Allows you to have 0-10% of the field opened automatically
                      when starting a new game. On automatic openings a penalty
                      second is added for every four cells revealed.
Save Settings       - Saves the settings using
                    tooltypes
                    .
```

1.10   The Gadgets

```
              The Smiley gadget - Starts a new game. Depending on the size of  ←
                the
              screen
                                LazyMines is run on this gadget might not  ←
                                appear.
The Closegadget   - Quits LazyMines.
The Zoomgadget    - Pauses the game and shrinks the window.
```

1.11   The Display

Depending on the size of the screen you are opening LazyMines on the display
might look different. If the screen is small the timer and the flag counter
will be displayed in the title bar of the window and there will be no Smiley
gadget, otherwise you will get nice digital counters. The counter to the left
is the flag counter and the one to the right is the timer.

By default LazyMines will use the system font set through preferences. If this
is too big LazyMines will fall back on the topaz8 font.

1.12   Tooltypes

              The following tooltypes are recognized by LazyMines:

PUBSCREEN=<name of public screen>
Use this to open the window on other public screens than the default one (if
there is no public screen with the given name, the program will try to open
its window on the default public screen).

LEFT=<left edge of game window>
TOP=<top edge of game window>
These tooltypes are used to set the location of the game window at startup.

LEVEL=<Novice, Amateur, Expert, or Optional>

Use this to set the initial level.

OPTIONALROWS=<number of rows for optional level>
OPTIONALCOLS=<number of columns for optional level>
OPTIONALMINES=<number of mines for optional level>
These tooltypes set the initial properties for the optional level.

TASK=<All, or Path>
Sets the initial task.

AUTOOPEN=<0-10>
Initial value for automatic openings.

WARNINGS, NOCOLORS
These tooltypes are used to activate the corresponding menu items in the

                    Settings menu
                     at startup.

1.13   Version History


```
v1.0 (21.4.94)   First public release.
v2.0 (27.8.94)   LazyMines will now adjust the display so that it will fit on
                 almost any screen.
                 Added timer and High Scores.
                 Now with three difficulty levels.
                 Added Save Settings menuitem in the Settings menu.
                 Localized LazyMines.
                 Improved graphics.
v2.1 (3.12.94)   Saves ten high scores for each difficulty level.
                 Now with installation script for Commodore's Installer.
v2.2 (31.12.94)  LazyMines now uses timer.device for the timer.
v2.3 (8.2.95)    Now the PUBSCREEN tooltype really works!
v3.0 (23.5.95)   Scalable graphics.
                 Option to use system pens for graphics.
                 Smiley gadget for starting a new game.
                 Zoomgadget added which will pause a game.
                 Better looking requesters which will not stop the timer.
                 Reintroduction of smarter automatic opening.
                 Optional level.
                 Iterative sweep algorithm makes it more stable (faster?).
                 Tooltypes for saving position of game window.
                 Now with option to sweep path.
v3.1 (29.6.95)   Fixed bug that caused software failure when LazyMines was
                 opened on small screens (i.e. 640 x 200).
                 Highlights your name when you enter the highscore list.
                 Requesters now sized to fit thier titles.
                 LazyMines no longer crashes on machines with the 68000 or
                 68010 processor. (This was a tough one to solve. Thanks "C.A."
                 for having patiens with me. I hope it was worth it).
v3.2 (15.12.98)  No changes. Source code made public!
```

1.14 Plans for the Future

```
              Write more
              catalogs
               (if you help me).
Add "online-help".
Let the user select colors for the graphics.
Enable HOTKEYS even with the right mousebutton trapped.
Add support for third mousebutton.
```

1.15 Localization

LazyMines is localized, so if you have AmigaOS 2.1 or higher LazyMines will
try to use the language you have set in Preferences. If there is no catalog
for your language, English will be used as default.

Since I'm not very good at languages I've only written one additional catalog
(the Swedish one). However I've included some files so that you easily can
make LazyMines support your language too.

Translate the strings in template.ct and save it as <language>.ct. Then send
that file to me so that I can include it in my package.
NOTE! The first two characters in menuitems are used for menu shortcuts.
The first one is the shortcut (space means no shortcut) and the second is
always a nullbyte. Make sure you don't use the same character as shortcut
for different items in the same Menu!

1.16 Contacting the Author

Since the source code has been made public, you can fix bugs or make
improvements yourself. Of course, if you do so I still would like to know
about it.

```
This is where you can reach me:
snail-mail: Håkan L. Younes
            Sandkullsv. 16
            S-163 41 Spånga
            Sweden
Internet:   lorens@hem.passagen.se
            http://hem.passagen.se/lorens/
```

1.17 Other Products

Take a look at http://hem.passagen.se/lorens/amiga/ for a list of other Amiga
products made by me.