AMIgotchy

	COLLABORATORS		

	TITLE : AMIgotchy		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		October 9, 2022	

	REVISION HISTORY		

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

AMIgotchy

1.1   AMIgotchy - first virtual pet for the AMIGA® !!

```
                    ######  #        # #                    #           #
        #       # ##      ## #                  #####         #
        #       # # #    # # #                      #            #
     ######## #  # #   # #    ####   ####    #    #### ####
        #       # #   #   # #   #   # #    # #    #    #    # #    #
        #       # #        # #   #   # #    # #    #    #    # #    #
        #       # #        # #   #####  ####    ##  #### #   #   ###
                         #                         #
                         #                         #
                    ####                        ##
```

.. A virtual pet for the AMiGA - code&idea by Felix Schwarz ..

```
                Introduction
                 - What's that ?

                Requirements
                 - what you need to run AMIgotchy..

                Features~~~~
                 - some special features

                Usage~~~~~~~
                 - How to give your AMIgotchy the best chances..

                The prefs
                 - Configuring AMIgotchy to your personal preferences

                Disclaimer~~
                 - #include <stddisclaimer.h>

                Registration
                 - How to get a registered copy of AMIgotchy..

                Future~~~~~~
                 - what will be done, when you register..
```

```
              History~~~~~
               - The history of this program..

              Thanx~~~~~~~
               - Greetings and thanx fly toooo..

              The~author~~
               - Who wrote this ?
```

1.2 Introduction - What is AMIgotchy ?

```
Introduction
 This is the first virtual pet for the AMIGA® computer.
 The pet must be fed, you must play with it, you must
 switch off the light when it wants to sleep, you have
 to give it some medicine, when it's ill and so on..
 This is exactly that what was called »Tamagotchi« at
 first (this name is a registered trademark of Bandai,
 so don't use it!). Now there are tons of clones and
 some programs on other platforms. Even a Java(TM)-Applet
 exists. But as far as I know, there's no real clone or
 even anything near to it on the AMIGA®, so I had to
 write one :-) .. here it is!

  Enjoy it!
     - Felix
```

1.3 Features

```
Features
 Some features of AMIgotchy are:
  · first virtual pet on the AMIGA
  · P.I.S. (Pet Imaginary System) - try to touch your pet and wait
    for its reaction.
  · own input-handling (does not use standard-gadgets!)
  · inline-animations and inline-sounds(Sounds using Datatypes for
    Audio-board compability)
  · doesn't need much memory(less than 1 MB! round 512 KB)
  · AMIgotchy-graveyard on internet with statistics
    (Visit: http://amigotchy.home.pages.de/ or
            http://www.amigaworld.com/support/amigotchy/)
  · AMIgotchy renders(!) every frame instead of using standard-animations
```

1.4 Requirements - What you need to run this..

```
Requirements
 To run AMIgotchy properly, you need:

 Hardware:
  · an AMIGA :-)
```

```
    reported to work on
     – A1200/030/AGA (M-Tec-Board)
     – A4000/030/AGA (Original Commodore EC030)
     – A4000/040/AGA (Amiga Technologies A3640)
     – A4000/040/CGX (Amiga Technologies A3640+CV64/3D)
     – A4000/040/CGX (Amiga Technologies A3640+CV64)
     – A4000/060/CGX (CyberStorm MK II + Picasso II)
    without any problems


  · around 512 KB of free mem (one of my proggies tells me,
    it needs less than 512 KB).

 Software:
  · AmigaOS 3.x (tested under OS 2.x .. does not work)
  · ReqTools.library in LIBS:
  · an Internet-connection via AmiTCP/IP or Miami or compatible stack
    (if you want to burry dead AMIgotchys on Internet)
```

1.5 Usage - how to use AMIgotchy

```
Usage
 Well, I don't think you can use an animal, but how else should
 I call it ? :-) Ok, no kidding! Let's begin with this part:
 It describes the buttons, the displays and how things work together.

 When you start AMIgotchy, a window opens with a display on the left
 and some buttons on the right. Watch~this~screenshot

 Let's go through the functions of the buttons:
 Feed
  When your AMIgotchy opens and closes the beak or the "Hungry"-Display
  blinks, you must feed your AMIgotchy. If you don't feed it, it will
  get smaller and smaller until it'll die.. the health will also go down..

 Light
  When you can see a "ZzZ", it is tired and sleeps.. Switch off the light
  and it'll be happy, when it wakes up and its health will be better!
  When it flies around DON'T switch off the light (try to fly in the dark :)

 Play
  Every little child wants some entertainment. So your AMIgotchy also
  wants to have. If the "Happy"-display is down, you should click on
  the button. When it doesn't sleep or fly, you can play with it by
  clicking in the left or right half of the display(the arrows will
  show you, which direction you are clicking). If AMIgotchy looks in
  this direction, it's a bit happier and jumps around. The happier
  your AMIgotchy is, the more actions it will do, so if this worth
  is very low, you won't see much of the moves, AMIgotchy can do.

 Give~medicine/Fight~viruses
  If you see the skull in the top,
  left corner, your AMIgotchy is ill, so you have to give it some
  medicine until it disappears and (if audio is unused) it cries
  "Whohoo!". When you hear "Oh, it just get's worse and worse!"
  this is a warn-signal to you.. your AMIgotchy is about to die
```

soon, when you don't help quickly!

Clean~the~bottom
Your AMIgotchy is a simulation of a living bird, so as a bird
lets fall a small "present" from time to time, AMIgotchy also does.
If there are more than 5 "presents" on the bottom, your AMIgotchy
will automatically get ill due to hygienic problems. If you press
this button, all those little presents will be taken away and it
will be clean again.

Discipline
Sometimes your AMIgotchy tells you, that it is hungry, although
it isn't. It'll get fat, when you feed it then. So discipline it
and it won't ask you for food, if it doesn't need some (that's
when the Hungry-gauge is below 33 percent). Of course it'll get
a bit more unhappy, but it doesn't query you for feed any longer,
when it doesn't need some!)

1.6 Disclaimer

Disclaimer
Don't use this program, if you don't FULLY accept the
following:
 · AMIgotchy was written by Felix Schwarz(he's the author)
 · The author can NOT be held responsible for damages of
   ANY kind that were caused be usage of AMIgotchy or any
   other program.
 · The author can NOT be held responsible for damages of
   any kind on your brain or on the brain of others. E.g.
   when your AMIgotchy dies and you throw out the monitor
   of your AMIGA® and it falls on the head of Bill Gates,
   it's not my problem :-)
 · You may not give the program to anybody, whose soul, brain
   or health may take damage of usage of AMIgotchy.
 · If you copy AMIgotchy, you may only copy the whole
   DEMO-package including all files in unchanged form and
   only as lha-file or as unpacked program on a CD or disk.
   Distribution is granted to all AMiGA-related magazines
   as like as to the private user and all CD-ROM-services
   and PD-Disk-dealers(that don't take more than 3 DM, 2 US$,
   or the same amount in any other currency for one copy)
 · You may NOT copy registered versions or keys or parts of it!
 · The author reserves the right to NOT develop new versions,
   whether you are a registered or unregistered user.
 · You accept any rules, that may be added in future.

1.7 How to register and support future versions..

Registration
  If you use/play AMIgotchy quite frequently, you
  should register to get the following extra-features:
   · saves your AMIgotchy when ending, so it "lives"

```
            until next start of AMIgotchy.

     · You can submit your dead AMIgotchy to internet,
       so statistics can be made and your name will
       appear in the list of records on the AMIgotchy-
       web-page, if you reached any record.

     · more animations!!

     · free updates!!

     · you can give an own name to your AMIgotchy(e.g. Amigo :-))

   There are several ways, you can register:
     · Online-Registration
       Browse http://amigotchy.home.pages.de/ with your webbrowser,
       if you live in Germany and order with the online-order-form -
       I'm already working on a worldwide distribution..

     · Order via Snail-Mail
       Edit the registration-form and change the data, so it contains
       your complete address and configuration, then print it.

     · Buy at your next dealer
       Ask your dealer for a registered copy which contains a number
       as "registered to:" and send in your registration-card. If your
       dealer doesn't have AMIgotchy yet, tell him to order :-)
```

1.8 Future - What will be done when you get a registered user!

```
Future
 I plan future versions of AMIgotchy, that will be free
 for every registered user. Innovations can't be planned,
 but I already plan to do the following:
 · more anims, more sound, more multimedia!
 · several kinds of AMIgotchys
 · a 3D-version called CyberGLotchy :-))
 · individual AMIgotchy-P.I.S. (Pet Imaginary System)
   for every born AMIgotchy with preferences and so on..
 · network-AMIgotchy, so that you can build up a family ??
 · AMIgotchy tells its name and learns it better and better
   every day :-)
 · I'm open for your comments, wishes, ..
 · colored AMIgotchy (you will be able to turn this off in prefs then)
```

1.9 History

```
History
 Version 1.0 on 20.11.1997
   · initial release on Aminet
```

1.10   Thanx

```
Greetings fly toooo...
  Sascha Reissner - for a first description of what a Tamagotchi® features.
  Commodore       - for the A4ooo Desktop - the coolest AMiGA ever!
  Bodo Thevissen  - for AmigaWorld and the free homepage-space
  VIVA            - for the great entertainment
  all betatesters - for their reports and wishes..
  all I forgot    - for not mattering, they're not listed here :-)
  me              - for writing this stuff :-) HEHE!!
  you             - for hopefully registering
```

1.11   The author - who`s this guy ?

```
The author
 Hmm, it's always hard to write about myself.. contact me,
 if you're interested :-))

 Email:
  bs168@fen.baynet.de        <-- prefer this address
  bs168@amigaworld.com
  madmouse@toxic.franken.de

 Snail-Mail:
  Felix Schwarz
  Am Gründla 3
  D-91074 Herzogenaurach
  GERMANY

 Homepage:
  http://innovative.in-tec.de/
```

1.12   The prefs - how to set AMIgotchy to your own preferences

```
The prefs
 Sleep from h(12 h long)
   Your AMIgotchy needs some recreation, so it sleeps 12h long. You can
   set here, from which hour of the day it should sleep (e.g. if you set
   21 h, it sleeps from 21 h to 9 h). This is useful for sysops :-)

 Name of your AMIgotchy
   You can give your AMIgotchy a name. This name can be entered here.

 Speed
   Set your prefered AMIgotchy-life-speed here :-)

 Maximum Age (+-8 y)
   This mysterious oracle tells you, how old your AMIgotchy MIGHT get.. maybe
   it gets older or doesn't even get 2 AMIgotchy-years .. DON'T kill it, if
   you have a low worth.. maybe you set a new record ?

 Task-Priority
```

If your machine gets slower when running AMIgotchy, set a lower worth and try
again..

Volume
   The volume of all sounds can be set here.

Password
   Do you want to protect your AMIgotchy from "unauthorized" access ? Enter
   a password here, and you will be asked to enter it, when starting AMIgotchy.

Reset current AMIgotchy
   Resets your AMIgotchy, so you can begin from the start.