

**GridLock**

**COLLABORATORS**

	<i>TITLE :</i> GridLock		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

# GridLock

## 1.1 GridLock Help

' Those who move among the Grid '

GridLock  
v 93.Dec.16

Shareware

Screen Areas

GridLock - The Book

Development and Testing

Movement and Energy Beams

Opponent Activity Pulser

Setting Up

Health

For NULL-MODEM

Inactivity / Health Rejuvenation

For MODEM

Disruptors

For AmiTCP/TCP:

Disruptions / Inactivity

Connecting MODEM/NULL-MODEM

Teleportation Devices

---

Connecting AmiTCP/TCP:

Phimping

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End Game

Quitting

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Known BUGS

Winning

Note to 512K users

Legalness

Note to PAL Users

Thank You

New in this version

Previous versions

Locating The Author

GridLock is a MODEM or NULL-MODEM or AmiTCP/TCP: two-player ↔  
game.

## 1.2 GridLock - Shareware

GridLock - Shareware

-----

A great deal of time has been spent in the development of GridLock. If you continue using this game, a Shareware fee of \$20.00 or more (CANADIAN) is requested. Shareware fees more than \$20.00 will receive the next version of GridLock at no charge. See:

Locating The Author

This version is not disabled in any way; and there are no annoying requestors that pop up. I trust you to send me the fee if you use this software.

---

Your shareware payment helps to insure continued development of GridLock.  
See:

Future Enhancements

## 1.3 GridLock - The Book

GridLock - The Book  
-----

I will be writing a book, the story of GridLock. This will be a science fiction book detailing the life of ' Those who move among the Grid '. It will contain a complete description of the workings of the Grid, as well as hints and strategies from GridLock players. This will be available to anyone who writes me, at a minimal cost.

If you wish to be one of those lucky few who will have their strategies included in the book, then write to me detailing strategy information and the history of your Grid player.

Write to me for more information. See:  
Locating The Author

## 1.4 Development and Testing

Development and Testing  
-----

GridLock was originally developed on an Amiga 1000 with 1.5 Meg, beginning in October of 1990. It is now being developed on an Amiga 3000T/25MHz with 5 Meg.

GridLock has been tested on an A1000/512K, A1000/1.5Meg, A1000/2.5Meg, A500/5Meg, A2000HD/3Meg and on a A3000/4 Meg FAST/2 Meg CHIP memory. With success on all systems, though with SoundEffects ON, 512K may or may not be enough.

GridLock has been modem tested with a Supra Modem 2400, USRobotics Courier HST and a ZyXEL 1496E modem. With success on all systems. No problems encountered with v32, v32bis, v42 or v42bis.

GridLock has been tested under Kickstart version 37.175, Workbench version 38.12, 37.67 and WB 1.3.2.

GridLock has been tested with AmiTCP/TCP: on a 115200 baud serial.device network between an A3000T/25MHz and an A3000/25MHz.

## 1.5 Setting Up

---

## Setting Up

-----

Both players should be using the same version of GridLock. In versions 91.12.01 and greater, version checks are made automatically.

GridLock requires the IFF.library and the mathieeedoubbas.library in the LIBS: directory. The serial.device is required to be in the DEVS: directory.

The following files should be contained in the same directory:

GridLock	72616 bytes
GridLock.info	3814 bytes
GridLockData/GridLock.pic	16558 bytes
GridLockData/GridLock.pic2	31802 bytes
GridLockData/GridLock.RAW	8364 bytes
GridLockData/Soound1.RAW	10724 bytes
GridLockData/Soound2.RAW	14760 bytes
GridLockData/Soound4.RAW	1022 bytes
GridLockData/Soound7.RAW	8594 bytes
GridLockData/Teleport.RAW	19456 bytes
GridLockData/GridLock.cfg	(OPTIONAL)

## 1.6 Note to 512K users

Note to 512K users

-----

If you only have 512K of memory you will most likely encounter an OUT OF MEMORY error when beginning the game. If this happens, try adding the SOUNDEFFECTS=NO option to your GridLock.cfg file. See:

Configuration

## 1.7 For MODEM

For MODEM

-----

The following may be added to the GridLock.cfg file (SERIAL is default):

DEVICE=SERIAL

See:

Configuration  
Applicable Configuration Commands:



```
AUTOANSWEROFF
AUTOANSWERON
BAUDMODEM
DEVICE
DIAL
PHONE
```

## 1.8 For NULL-MODEM

```
For NULL-MODEM
-----
```

Connect both computers with a NULL-MODEM serial cable.

WARNING! NEVER connect cables of any kind to your Amiga while the Amiga is turned on.

The following may be added to the GridLock.cfg file (SERIAL is default):

```
DEVICE=SERIAL
```

See:

```
Configuration
Applicable Configuration Commands:
```

```
BAUDNULL
DEVICE
```

## 1.9 For AmiTCP/TCP:

```
For AmiTCP/TCP:
-----
```

AmiTCP must be running before GridLock is run. GridLock requires the following line to be added to AmiTCP:db/services

```
GridLock      2900/tcp
```

2900 is the Port number that GridLock will use when initiating a network connection. It is recommended that you use this number, unless it is in conflict with your system setup. GridLock will use the 'case sensitive' alias as shown, in reference to this Port.

---

The following must be added to the GridLock.cfg file:

```
DEVICE=TCP
```

See:

```
Configuration
Applicable Configuration Commands:
```

```
DEVICE
```

```
HOST
```

## 1.10 Connecting

```
Connecting MODEM / NULL-MODEM
-----
```

GridLock will detect if a modem is connected, automatically. The message window at the bottom of the title screen will read MODEM or NULL-MODEM, accordingly. If you have a modem connected but it is turned off, the message window will display NULL-MODEM.

If the default rate is not wanted then select the baudrate under the BAUD menu. Both computers must have the same baudrate for play.

```
For MODEM
use,
```

- One player should select DIAL under the MODEM menu. This brings up a requestor in which the phone number should be entered. DIAL will automatically initiate the ATDT command.

- OR -

One player can select a phone number from the PHONE BOOK menu. These phone numbers can be stored in the configuration file.

See:

```
Configuration
-- The other player should select AUTO ANSWER ON under the ↔
MODEM menu.
```

If this is already set on the modem, it need not be done again. AUTO ANSWER ON sends an ATSO=1 command to the modem by default.

See:

```
Configuration
Auto Answer can be turned off by selecting AUTO ANSWER OFF ↔
under the
```

MODEM menu.

---

```
For NULL-MODEM
use,
```

```
-- Insure that the NULL-MODEM cable is connected and continue ...
```

When both games are running at compatible baudrates and connection is detected, OPPONENT READY will appear on the title screen.

\* The game will automatically check that both games are the same version. If this is not the case, NOT COMPATIBLE VERSION will appear on the title screen and the game will not continue.

## 1.11 ConnectingTCP

```
Connecting AmiTCP/TCP:
```

-----  
The message window at the bottom of the title screen will read TCP.

```
For AmiTCP/TCP:
use,
```

```
*** BEFORE running GridLock, DEVICE=TCP must be included in the
GridLock.cfg file. See:
```

```
For AmiTCP/TCP:
```

```
-- First, one player should select OPEN PORT under the TCP menu ↔
```

```
.
```

```
* NOTE: AmiTCP/TCP: will wait forever for a connection to this port.
GridLock has no control over this. I have provided a script file
that will allow you to signal the OPEN PORT to ABORT. Simply click
on the 'Kill-GridLockPort' icon and it will connect to the GridLock
Port and send a QUIT command.
```

```
-- Then, the other player should select CONNECT TO HOST under the TCP
menu. This brings up a requestor in which the Host Address or Host
Alias should be entered. A null entry will abort the CONNECT TO
HOST.
```

```
- OR -
```

The other player can select a Host from the HOSTS menu. These Hosts can be stored in the configuration file. See:

```
Configuration
```

```
When both games are running at compatible baudrates and connection ↔
is
```

detected, OPPONENT READY will appear on the title screen.

\* The game will automatically check that both games are the same version. If this is not the case, NOT COMPATIBLE VERSION will appear on the title screen and the game will not continue.

## 1.12 Starting

Starting  
-----

If OPPONENT READY is displayed on the title screen then connection has been established and GridLock may begin.

START may be selected from the GAME menu at this time. When one player selects START from the GAME menu, both games will begin.

START may also be invoked through the keyboard equivalent 's'.

START is disabled while an opponent is editing or viewing a message.

## 1.13 Screen Areas

Screen Areas  
-----

View GridLock.doc.pic for locations of the different areas and images used in the game.

## 1.14 Movement and Energy Beams

Movement and Energy Beams  
-----

All game play is controlled by mouse or joystick. To change the input device select the GRIDLOCK/PREFERENCES menu.

Use the movement controls (the blue arrows with no lines) to move your player. See: GridLock.doc.pic

MOUSE: Clicking on the left mouse-button activates the selected direction. Holding the mouse button down and positioning the mouse pointer over any of the direction arrows will allow repeat movements, without having to click the mouse button for each movement.

JOYSTICK: Push the joystick in the direction you wish to move. Holding the joystick in one direction will repeat movement in that direction.

To the right of the direction controls are the energy beam generators, these are used to generate the beams in which to trap your opponent. These beams are not visible to your opponent unless he moves into them. You can not generate energy beams along the border of the Grid.

MOUSE: Select these gadgets in the same manner as above.

JOYSTICK: Press fire and then push the joystick in the direction you

---

wish to generate a low level beam.

## 1.15 Opponent Activity Pulser

Opponent Activity Pulser  
-----

At the top of the opponent health display is an activity pulser. This displays the activity level of your opponent. It has three different display methods. If your opponent is active this displays a three level sizing pulse (small / medium / large). After 9 'time units' of inactivity this will change to a non-pulse display. When your opponent enters the health rejuvenation state (at 14 'time units') this will change to a 2 level pulse (dark / bright), and your opponents position will be displayed while remaining in this state.

## 1.16 Health

Health  
-----

Moving into an opponent's low-level energy beam will absorb energy from you (decreasing your health) and will change the low level energy beam to a high level beam. Indicated on the Grid as a brighter beam. Watch for this, to determine where your opponent is. The last wall that your opponent has moved into will flash (on/off) for 15 'time units' or until another wall is moved into.

Generating a beam where an opponent's beam is already located will also cause a health decrease.

Health decreases work as follows:

Move into opponent's low-level beam:	-2 health
Move into opponent's high-level beam:	-0 health
Generate beam over opponent's low-level beam:	-4 health +
Generate beam over opponent's high-level beam:	-6 health +

See:

Disruptions / Inactivity

## 1.17 Inactivity / Health Rejuvenation

Inactivity / Health Rejuvenation  
-----

You may rejuvenate your health by stopping all movement for a period of 14 'time units'. This will put you in the Rejuvenation state. Beware that, while in this state, your Grid position is shown on your opponent's Grid display. Health will rejuvenate at a rate of +4 health/'time unit', to a

---

maximum of 150.

See:

Disruptions / Inactivity

## 1.18 Disruptors

Disruptors

-----

Two types of Disruptors are available.

**Timed Disruptor:** These devices can be used to cause a timed disruption within the Grid location the Disruptor is placed in. These devices can provide a method of attempting escape when you are trapped within a Grid area -OR- can be used to cause health decrease to an opponent. Disruption will be delayed by 4 'time units', giving you time to move away from the disruption area. Only (1) Timed Disruptor may be active at a time.

A maximum of (3) are available per game.

**Disruptor Trigger:** These devices are used to attempt to cause health decrease to an opponent. A disruption will be triggered if your opponent moves on to a Grid area containing one of these devices.

A maximum of (5) are available per game.

**MOUSE:** Place a Disruptor device by clicking with the left mouse button, in the Timed Disruptor -OR- Disruptor Trigger areas.

See: GridLock.doc.pic

-OR-

**JOYSTICK/MOUSE:** Place a Timed Disruptor by pressing '1' on the keyboard. Place a Disruptor Trigger by pressing '2' on the keyboard.

If you are positioned on a Grid location where a Disruption occurs, you will have a health decrease of 24.

## 1.19 Disruptions / Inactivity

Disruptions / Inactivity

-----

If you remain inactive, when positioned within a Level-1 Grid Disruption, Health Rejuvenation does not occur. Instead, health will decrease as follows:

---

Inactivity Level 0:	1-9 'time units'	-1 health
Level 1:	10-13 'time units'	-2 health
Level 2:	>= 14 'time units'	-4 health

## 1.20 Teleportation Devices

### Teleportation Devices

-----

Generating four low level beams around yourself in one Grid sector will create a teleport, which will transport you to a random sector on the Grid. Moving into one of these active teleports will have the same effect. These can be used to get you out of a tight spot, or to put you into one. You can not enter an opponent's teleport. A teleport is not created if you are not positioned inside the enclosed Grid sector when you generate the fourth low level energy beam. All four beams must be LOW LEVEL to generate a teleport.

MOUSE: Holding the left mouse button down and circling over the four energy beam direction arrows provides a quick way to make a teleport.

JOYSTICK: Pressing the fire button and circling the four directions with the joystick provides a quick way to make a teleport.

## 1.21 Phimping

### Phimping

-----

Phimping occurs when both players are positioned within the same Grid location, at the same time. This causes a disruption in the Grid and players' energies. This is shown by flashing you and your opponent within the Grid location. Phimping will continue as long as both players remain within this Grid location. Phimping will not cause a health decrease.

## 1.22 Pause Game

### Pause Game

-----

To pause the game, select PAUSE from the GAME menu, this will signal the opponent's computer to pause as well. This option will display a message at the bottom of your screen, acknowledging that the game is paused. Press 'ESC' to return to the game. Your opponent cannot restart the game. The player who pauses the game must continue it as well.

PAUSE may also be invoked through the keyboard equivalent 'p'.

PAUSE is disabled while an opponent is editing or viewing a message.

---

## 1.23 End Game

End Game

-----

To leave the Grid, select END from the GAME menu, this will signal the opponent's computer to end as well. This option will display your opponent's position and his energy beams on your screen. Press any key to return to the title screen, where you may begin a new game.

END may also be invoked through the keyboard equivalent 'e'.

A new game can not begin until both players have returned to the title screen. If your opponent has not returned to the title screen the top message window will display OPPONENT BUSY. Start cannot be selected until this window reads OPPONENT READY.

END is disabled while an opponent is editing or viewing a message.

## 1.24 Quitting

Quitting

-----

From the title screen, select QUIT from the GRIDLOCK menu to quit the program. This will signal the opponent's computer that you have quit.

## 1.25 Winning

Winning

-----

If your opponent selects END GAME or loses all his health, the GridLock logo will appear in the center of your game board, press any key to display the opponent's position and energy beams on your screen.

## 1.26 Sending Messages

Sending Messages

-----

At the title screen (after connection has been made) or during the game, you can send messages to your opponent by pressing the SPACE-BAR. Doing so will bring up a message requestor. This message requestor supports left-right cursoring, auto insert, delete, and all characters except the quotation mark. Pressing RETURN terminates the message entry and sends the message to your opponent. A null message will not be sent.

Press 'ESC' to remove a message sent to you by your opponent.

---



You can not continue play while entering a message, or when an opponent's message is displayed on your screen.

## 1.27 Configuration

Configuration  
-----

A configuration file can be created with a text editor and stored in the GridLockData directory with the name GridLock.cfg. A sample .cfg file has been included.

If a configuration file can not be found or if any options are not used the stated defaults will be used.

Configuration commands can be typed in upper or lower case or any combination of the two. Only characters with ASCII values from 32 to 122 will be accepted. Anything else will be ignored. A comment can be created in the configuration file by proceeding the line with an asterix symbol '\*'.

If an error is found in the configuration file. GridLock will display an error list. Giving the ERROR type and the line number it was found on. Any errors will be displayed but ignored by the game. In this case, the default values will be used.

The following configuration commands are supported:

AUTOANSWEROFF=

Description: this option allows the setting of the modem code sent when AUTO ANSWER OFF is selected from the MODEM menu.

Valid values: See your modem manual for valid entries.

Default: ATSO=0

Example: AUTOANSWEROFF=ATSO=0

AUTOANSWERON=

Description: this option allows the setting of the modem code sent when AUTO ANSWER ON is selected from the MODEM menu.

Valid values: See your modem manual for valid entries.

Default: ATSO=1

Example: AUTOANSWERON=ATSO=1

BAUDMODEM=

Description: this option allows the setting of the default baudrate for MODEM use.

---

Valid values: 1200, 2400, 4800, 9600, 19200

Default: 2400

Example: BAUDMODEM=2400

BAUDNULL=

Description: this option allows the setting of the default baudrate for NULL-MODEM use.

Valid values: 1200, 2400, 4800, 9600, 19200

Default: 9600

Example: BAUDNULL=9600

BRIGHTNESS=

Description: this option allows you to set the brightness level of the game screens. This option is also available through the GRIDLOCK/PREFERENCES menu.

Valid values: 0, 1, 2, 3

Default: 0

Example: BRIGHTNESS=3

CONTROL=

Description: this option allows the setting of the input device. This option is also available through the GRIDLOCK/PREFERENCES menu.

Valid values: JOYSTICK, MOUSE

Default: JOYSTICK

Example: CONTROL=MOUSE

DEVICE=

Description: this option allows the setting of the communication device.

Valid values: SERIAL, TCP

Default: SERIAL

Example: DEVICE=TCP

DIAL=

Description: this option allows the setting of the modem code sent preceding the entered phone number.

---

Valid values: See your modem manual for valid entries.

Default: ATDT

Example: DIAL=ATDP

#### HOST=

Description: this option allows the setting of up to 10 Host Name entries. Each time the option is used a new Host entry will be made.

Syntax: HOST=Text=HostAddress

Where: Text - is text to be displayed under the Hosts menu.  
HostAddress - is a valid Host Address or Host Alias.

Default: No Host entries.

Example: HOST=dhomas=123.123.123.1  
HOST=dhomas=A3000T  
HOST=dhomas=dhomas

#### INTRO=

Description: this options allows the disabling/enabling of the soundeffects played at startup.

Valid values: YES, NO

Default: YES

Example: INTRO=NO

#### PHONE=

Description: this option allows the setting of up to 10 PHONE BOOK entries. Each time the option is used a new phone entry will be made.

Syntax: PHONE=Text=PhoneNum

Where: Text - is text to be displayed under the PHONE BOOK menu.  
PhoneNum - is a valid phone number to be dialed.

Default: No phone entries.

Example: PHONE=Johnny Who=555-1515

#### SOUNDEFFECTS=

Description: this options allows the disabling/enabling of the soundeffects in the game. Setting this to NO also disables the INTRO= soundeffects.

\* If you are experiencing OUT OF MEMORY ERRORS then try setting this option to NO.

Valid values: YES, NO

---



Port NOT found

AmiTCP/TCP:

- GridLock was unable to connect to the GridLock port. Insure that the GridLock alias has been properly defined in your AmiTCP:db/services file. See:

For AmiTCP/TCP:

- GridLock Port has not been opened by your opponent.

- Error in Host Address or Host Alias names.

TCP: NOT mounted

AmiTCP/TCP:

- AmiTCP/TCP: is not running or inet-handler is not being used.

Error: ####

AmiTCP/TCP:

- GridLock has encountered an unexpected error when opening the GridLock Port or attempting to connect to the GridLock Port. Please inform me of this error number if you encounter a problem with it.

## 1.29 Legalness

Legalness

-----

GridLock is copyright ©1990-1993 by Scotware\Software. The files included with this distribution may not be altered in any way. GridLock is released as Shareware - You are required to pay a  
Shareware fee  
if you  
continue to use this software.

The game concept and design remain the property of the author, scott dthomas trenn and Scotware\Software.

Without written permission: This game may not be sold in any form, or be included on any disk with other programs being sold. It may not appear on any magazine disk.

Permission is granted for this program to appear in the FRED FISH LIBRARY.

The author is in no way liable for any damage resulting from the use of this program.

## 1.30 Future Enhancements

Future Enhancements

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- Icon TOOL-TYPE support - Allowing multiple icons for different setups
- Grid Demons (Programmable)
- Configurable colors
- Default baudrates for phone book entries
- Selectable Grid designs
- Grid design tool
- End of game determination ???
- Modem carrier drop detection
- GridLock font
- Music soundtrack
- Demo mode
- Save game
- Energy levels
- Energy failures
- Communication error checking (Not necessary for AmiTCP/TCP:)
- Playback of completed games (both players on one screen)
- EndGame buffer parsing
- and MORE...

### 1.31 Known BUGS

Known BUGS

-----

- The game sometimes locks up upon first entering the Grid, requiring a reboot. I am aware of the problem, but can not find the reason for it. I believe that this only occurs when using joystick.
- Weird things may happen if both players are at the same location and building beams and things. This will require changing some of the game method of play. Soon.
- OPPONENT BUSY is sometimes not being displayed. Looking into this. This may have been fixed.
- Game decides to end all on its own. Happens rarely, but it has happened. This may have been fixed.

### 1.32 PAL Users

PAL Users

-----

I would be interested to hear from some PAL users. Is there anything I can do to make GridLock more presentable on PAL screens? Does GridLock even work on a PAL machine?

### 1.33 Locating The Author

---

## Locating The Author

-----

If you like this program and would like to reward me for my efforts, or for bug reports, program ideas, or questions, or just to tell me about where you live.

I can be contacted through INTERNET EMAIL at:

wilkie@jupiter.sun.csd.unb.ca

Or by MAIL at:

scott dthomas trenn  
Scotware\Software  
797 Mitchell Street  
Fredericton, NB  
CANADA E3B 3S8

Registered users may send me \$5.00 (CANADIAN) and a disk, for the latest version of GridLock.

Be sure to include the version number you are currently using, and the name of the program you want, so I do not send you a version you already have or a program you do not want. The version number can be found on the title screen just under the GridLock name, at the top of this .doc file just under the GridLock name, or by typing:

Version GridLock

at a shell prompt. It looks similar to 93.Dec.12

When reporting bugs or errors generated when you run GridLock, please include any error numbers or line numbers given by GridLock and also the version number you are using. This will aid me in tracking down the problem. Thank-you.

If you have an EMAIL address please include that with your letter.

## 1.34 Thank Yous

### Thank Yous

-----

Thanks to the following people for their assistance implementing support for AmiTCP/TCP:

- Tomi Ollila                   - too@cs.hut.fi  
- Markus Peuhkuri           - Markus.Peuhkuri@hut.fi

For more information about AmiTCP contact amitcp-group@hut.fi

---

Thanks to the following people for beta-testing, suggestions, bug reports and support:

- Troy Morehouse	- Fredericton, New Brunswick	CANADA
- Greg Patterson	- Montreal, Quebec	CANADA
- Nickey MacDonald	- Fredericton, New Brunswick	CANADA
- The Shockwave Surfer	- Fredericton, New Brunswick	CANADA
- Karl Hoyt	- Saint John, New Brunswick	CANADA
- Todd Bailey	- Fredericton, New Brunswick	CANADA
- John Tarrel	- Fredericton, New Brunswick	CANADA

- dthomas trenn

## 1.35 New in this version

New In This Version

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- Complete rewrite of all communication routines. As a result, there is less data being transferred and it is more reliable.
  - Implemented communication time-outs.
  - Updated GridLock.pic with my new MAIL address and EMAIL address.
  - 'INTRO=' command added for the configuration file.
  - Grid Disruptors and Disruptions now implemented.
  - 'Preferences' menu removed. Moved options to a Preferences editor available from the 'GridLock/Preferences' menu. Preferences editing is now only available from the title screen.
  - Phimping now implemented.
  - Updated GridLock.pic2 to support Timed Disruptors.
  - Modified the \$VER string contents displayed by the DOS 'Version' command.
  - Menus are now disabled during message display.
  - 'Opponent Busy' message now displayed when opponent is editing or reading a message on the Title Screen.
  - 'Game/Start' now disabled when opponent is busy on Title Screen.
  - Null messages are no longer sent to opponent.
  - 'Game/Pause' and 'Game/End' are now disabled if opponent is editing a message.
  - Updated GridLock.doc.pic to show new features.
-



- New sound effects.
- Inactivity is now determined from start of game, not from first movement as in previous versions.
- Modification to Inactivity occurrences in conjunction with Disruptions.
- Improved the initial Connect communication method.
- Improved the GameEnd communication method.
- Added AmiTCP/TCP: support for networks.
- 'DEVICE=' command added for the configuration file.
- 'HOST=' command added for the configuration file.
- Fixed some display bugs.
- Added a method to assist me in finding bugs, should someone contact me.
- Converted documentation to AmigaGuide format.
- UnImproved the GameEnd communication method.
- ReImproved the GameEnd communication method.
- Improved the Configuration file parsing.
- Improved the speed of control processing.

## 1.36 Previous versions

New In Version 91.12.01

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- Added some real sound... more to come... should play at the proper speed on PAL machines, too.
  - 'SOUNDEFFECTS=' command added for the configuration file. Actually, it existed all along, it is just that I am the only one who knew it.
  - Moved all the GridLock data files into their own directory GridLockData.
  - Fixed a bug when checking if the serial port was free. It could not always tell. It worked with communication software but not with MIDI software.
  - Open.Error routines improved. If all the GridLock data files are in there proper place and none have been changed then you will never see this.
  - Temporary flashing-WallBrights now implemented.
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- 'Opponent Busy' bug fixed; but now there is a different one.
- Message display routine optimized.
- 'Pause' selection added to 'Game' menu.
- 'Mouse/Joystick' selection moved to 'Preferences' menu.
- Ghosted menus when in 'Game-Pause' and 'Game-End' modes.
- Cleaned up the GameEnd routines.
- Fixed the mysterious "What is he doing up there!!" bug, finally! YEAH!
- Keyboard equivalents for 'Game-Start', 'Game-Pause' and 'Game-End' implemented.
- 'Info' menu changed to 'GridLock'. Might become 'Project'.
- 'Rules' menu selection removed.
- Version compatibility check is now made.
- 'Activity Pulser' and 'Health Rejuvenation' now implemented.
- Changed some of the communication method.
- Slowed down the rate of health decrease when you try to build a wall where a wall already existed.
- Replaced timer checks and delays with functions that better handle the evil midnight.
- Added GridLock.doc.pic which shows the different areas of the game screen.

#### New In Version 91.10.23

- Support for WB2.x 'Version' command added. You can now type:  

```
Version GridLock
```

from the SHELL/CLI and it will display the version of GridLock.
  - 'BRIGHTNESS=' command added for the configuration file.
  - 'Preferences' menu added, for 'Brightness' setting.
  - 'Quit' menu option is now disabled when playing game. Use 'End Game' to quit the game and return to the title screen, where you may then quit GridLock.
  - A '-- Opponent has QUIT --' message is now displayed when your opponent selects 'Quit' from the title screen. When you press 'ESC' to clear the
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message, GridLock will exit. The assumption is that, if you do not have anyone to play with then you will want to quit as well.

- Changed all the 'Busy Wait Loops', that would not effect the game play, so that they do not 'Busy Wait'. (Greg!)

#### New In Version 91.09.14

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- Fixed (???) no 'Phone Book' entries crash, under WB2.x
- Made the title-screen more multi-tasking. I have not altered the game play multi-tasking as this does not provide consistent game play. I am not, yet, convinced that there is a need for multi-tasking while playing the game! (Greg!)

#### New In Version 91.06.20

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- Fixed an alternative NULL-MODEM cable bug

#### New In Version 91.03.02

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- General beautifying and code cleanup. Still more to come.
  - Checks if required files are available. Exits clean if any files are unavailable.
  - Configuration file implemented
  - No longer loads the grid with each new game
  - Much less communication between computers
  - Phone book implemented
  - Exits cleanly if serial port is already in use
  - MODEM / NULL MODEM determination
  - Opponent READY / NOT READY
  - Joystick control
  - Opponent detection
  - Walling an opponents wall, drops health
  - Quit no longer exits game for opponent
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- Health of 0 no longer exits the game
- Fixed lockup when modem turned off or on
- Gadget hi-lighting
- Menu activation based on conditions
- Messages can now be sent from title screen
- MODEM / NULL-MODEM message window on title screen
- Added 4800 baudrate
- Opponent teleports are now detected
- Now requires mathieeedoubbas.library. Why? I do not know!

#### New In Version 90.10.19

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- REPEAT movement.
- Added 'Auto Answer OFF' to 'Modem' menu. (Uses ATSO=0 command)
- Changed 'Auto Answer' menu option to 'Auto Answer ON'
- Now detects NULL-MODEM connection.

#### New In Version 90.10.11

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- Support for 1200, 2400, 9600, and 19200 baud. DEFAULT = 2400 baud
  - Support for Modems. (Uses ATDT and ATSO=1 commands)
  - Allows setting of Auto-Answer on MODEM.
  - Message requestor now supports the comma.
  - You can no longer accidentally clear your opponent's message. Now, press <ESC> to remove a message sent to you by your opponent.
  - When END, from the GAME menu, is selected by either player, GridLock now displays your opponent's position when it shows the GRID.
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