

# **ABC's**

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**COLLABORATORS**

	<i>TITLE :</i> ABC's		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## ABC's

### 1.1 ABC's Copyright...

```
ABC's
  v1.0
Copyright ©1994-1995
by
  David~H.~Loeser~Jr
.
```

```
ABC's comes with ABSOLUTELY NO
WARRANTY
```

```
      This program is free software; you can redistribute it ↔
      under
certain
~conditions~
.
```

### 1.2 DISTRIBUTION...

TO DISTRIBUTE ABC's THESE FILES MUST BE IN THE DISTRIBUTION:

```
ABC                (THE PROG)
ABC.INFO           (THE ICON)
ABC.GUIDE          (WHAT YOUR READING)
ABC.GUIDE.INFO     (THE GUIDE'S ICON)
THE SOUND FILES:
CORRECT           ( CAN BE CHANGED )
WELCOME           ( CAN BE CHANGED )
ABC.SND           (MUST NOT BE CHANGED)
```

~OK~

### 1.3 WARRANTY...

---



example :     23  
              26

In this example the child selected 23 correct letters out of 26.

SCREEN DISCRIPTION:

- <1> The big box in the upper left of the screen is the place where the letter being questioned is displayed.
- <2> The box on the upper right of the screen is a score display it means nothing to the child but it is useful for the adult as you can see how well the child is doing.
- <3> The gadgets A-Z are for the child to click on after a letter is asked to be found. They may also use the keyboard for input.
- <4> Quit: Just hit the quit gadget.

INFO:

You may change the following sound files to your liking:

WELCOME: may be changed !  
CORRECT: may be changed !

but the name of the sounds must match the name of the sound it will replace.

ABC.SND: CANNOT BE CHANGED !!!!!

OK

## 1.5 David H. Loeser Jr.

I first bought an AMIGA 1000 in April of 1988 and in January ←  
of 1989

I bought a AMIGA 500 ... After writting several games and apps in AmigaBasic I bought HiSoftBasic and continued pushing the limits of the language (YahtzeeV1.2). I decided to learn/teach myself 'C'. So in 1991 I bought a 'C' book and in 1992 I bought SAS/C v6.0 and a AMIGA 1200 .....

Since then I have released  
KnightsQuest  
and  
Hawk  
. You can find both  
on Aminet.

I also write a column in  
Amiga~LinK  
called  
Coders~Clinic  
.

I would like to hear what you think...      ADDRESS: David H. Loeser Jr  
309 Evergreen Ct

~OK~

Clarksville IN  
47129  
E-MAIL: dloeser@iglou.com

Thanx, Dave

## 1.6 KnightsQuest

Title : KnightsQuest v1.1 by David H. Loeser Jr.

Short : Board game of strategy

Type : game/board

Uploader: dloeser@iglou.com

Author : dloeser@iglou.com

Long : KnightsQuest -  
A one player game of strategy, in which you move around  
a 8x8 grid with a knight (chess piece), trying to land  
on all spaces.

Dist : I give permission to all PD distributors to distribute  
this software.

OK

## 1.7 HAWK

Short: BETA of a Hawk Missile Simulator

Title: Hawk.lha

Directory: game/misc

Uploaded by: (David H. Loeser Jr.)

Email: dloeser@iglou.com

Long: This BETA is, as the last, intended to gain interest in  
this simulation...

Hawk ... Used by many armed forces around the world as the  
center piece of their air defenses

---

In this simulation you will be in charge of a firing unit that is to defend an airspace. Your mission (in the BETA) is to ID the targets using the IFF and mark the targets as Hostile, Unknown, or Friend. Then fire on all Hostile and Unknown targets that enter your kill zone. You will be rated on your effectiveness.

OK

## 1.8 AMIGA LINK - CODERS CLINIC

AMIGA LINK is a monthly online magazine that covers the Amiga computer. The editor is Josh Galun. It can be FTP'ed from several sites on the internet and also from WWW sites such as mine < <http://www.iglou.com/members/dloeser.html> >.

CODERS CLINIC is a column that I contribute to AL. The basis of me writing this column is that I have self taught (on the Amiga) myself how to code in 'C' and if I can help someone else who desires to code, then GREAT!

OK