

# **ProTris**

Protec/Mirage

Copyright © CopyrightÂ©1993 Protec/Mirage

**COLLABORATORS**

	<i>TITLE :</i> ProTris		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Protec/Mirage	October 17, 2022	

**REVISION HISTORY**

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

# Contents

<b>1</b>	<b>ProTris</b>	<b>1</b>
1.1	ProTris	1
1.2	shareware	1
1.3	copyrights	2
1.4	introduction	2
1.5	requirements	2
1.6	installwb	3
1.7	usage	3
1.8	pauseplay	4
1.9	new game	5
1.10	next block box	5
1.11	status box	5
1.12	about	5
1.13	quit	6
1.14	highscores	6
1.15	statistics	6
1.16	sampset	6
1.17	sampsetcycle	7
1.18	sampsetstring	7
1.19	sampsetfile	7
1.20	sampsettest	7
1.21	savesettings	7
1.22	sampsetuse	8
1.23	sampsetcancel	8
1.24	future	8
1.25	history	9

---

# Chapter 1

## ProTris

### 1.1 ProTris

ProTris V1.0 ©1993 by Protec/Mirage  
archived on 3 November 1993

Shareware notice

Copyrights

Introduction

Requirements

Installation

Usage

Future extensions

History

### 1.2 shareware

Shareware notice

ProTris is shareware which means you should send me \$9,99 (or equivalent in another currency) if you frequently use this program. You'll also get one update send to you. ProTris may be freely distributed as long as the archive is left intact and no changes are made to the contents of any file. If you send \$25 you'll get an update-abo which will last for a year. This means you'll automatically get the next four updates of ProTris.

Send money/bug reports/suggestions to:

Protec/Mirage  
Transvaalplein 37

---

5021 TD Tilburg  
The Netherlands

Include your address so I can write you back.

## 1.3 copyrights

ProTris Copyright Notices

ProTris V1.0  
Copyright © 1993 by Protec/Mirage.

Written on an A1200 with 2 mb chipmem, 204mb harddrive  
using Devpac V3.01 by Keith Wilson/HiSoft.

ProTris makes use of the great Reqtools.library (OS2.0 version),  
This library is copyright 1991-93 by Nico François.

Thanks to BLO/Mirage for sampling.

## 1.4 introduction

Introduction

ProTris is a Tetris clone to use on the Workbench screen of the Amiga. I decided to make it as a learning project to understand more of the Amiga-operating system and to enjoy myself while backuping or other boring duties. The main goal was to make an easy to use interface with many options and user definable settings. At the moment only the window-positions and sizes as well as the sample-settings are user definable. I'll maybe add more settings in the future (read

Future extensions

for my future planes with

ProTris). I hope there are not too many bugs in it, because I didn't test every single bit (read

History

for the known bugs).

Soon there will sample-archives for ProTris which contain other samples than the ones which are included with the standard ProTris-archive. At this moment there is already one set available with samples of Beavis and Butthead. The sample-archives will be spread on the Bulletin Boards.

## 1.5 requirements

Requirements

To run ProTris you need at least Kickstart V2.04 and Workbench V2.0. The

---

reqtools.library is also required which is copyrighted by Nico François and should be included in the archive. You also need a joystick because ProTris is not yet controllable via the keyboard. If you want to make use of the online help-function you should have the amigaguide.library installed.

## 1.6 installwb

Installation using the Workbench

ProTris.lha should contain the following files:

```
Install
Install.info
ProTris
ProTris.info
ProTris.guide
ProTris.guide.info
ProTrisSamples.info
c/Installer
libs/reqtools.library
ProTrisSamples/Double.iff
ProTrisSamples/Drop.iff
ProTrisSamples/GameOver.iff
ProTrisSamples/NewGame.iff
ProTrisSamples/Quad.iff
ProTrisSamples/Rotate.iff
ProTrisSamples/Single.iff
ProTrisSamples/Triple.iff
```

To use the install-script you need the installer which is copyrighted by Commodore and is included in this archive. Double click the install-icon to install ProTris. You will now be asked to select a drawer to install ProTris to. In the selected drawer, a subdrawer will be created named ProTris and all needed files are copied into that drawer. The reqtools.library will automatically be installed if no version is installed yet. If everything goes right ProTris is now ready to play.

## 1.7 usage

Usage

Doubleclick the ProTris-icon to start ProTris. A window will appear on your workbench screen. This is the mainwindow and contains the following items:

Gadgets

Pause/Play Cycle gadget

New game gadget

Boxes

---

```

Next block box

Status box

                                Pulldown menus

Project                            Window                            Settings

New Game

HighScores...

Sample Settings...

Pause Game

Statistics...

Save Settings

About...

```

Quit

Most menu-items have a shortcut key connected to it so they can be pressed if you want to perform the specific action.

#### Controls

ProTris is only controllable with a joystick. The controls are as follows:

```

Left:  Move block left
Right: Move block right
Down:  Drop block down
Button: Rotate block

```

Press <HELP> if you want to get some information about the current active window. Actually amigaguide will be called and shows the appropriate section of the document. Be sure you have this document in the same directory as ProTris itself. Close amigaguide to continue the game.

If you activate another window as the ProTris-mainwindow ProTris will automatically switch to the paused-state. To continue the game you'll have to select the

```

Pause/Play cycle gadget
or press the joystick-button.

```

The size of the main-window can be changed using the size-gadget in the lower-right corner. Protris will then be adjusted to fit in the window, so you can make the window full-screen with large blocks or small-window with very tiny blocks.

## 1.8 pauseplay

---



### Pause/Play

Select if you want to pause the game. Select again to play. The status of the game will be displayed in a cycle-gadget in the main window of ProTris. If the game is paused it is also possible to continue the game by pressing the joystick-button.

## 1.9 new game

### New game

Select to (re)start the game. The statistics window will be reset and the newgame-sample will be played.

## 1.10 next block box

### Next block box

This box shows the next block that will fall down.

## 1.11 status box

### Status box

This box has the following contents:

Score: you can earn points in several ways:

- For each block you drop down you get the amount of the current level
- If you have a single full line you will get the amount of the current level multiplied by 10
- If you have a double full line you will get the amount of the current level multiplied by 20
- Etc.

Lines: The number of lines you have wiped out.

Level: For every ten lines you will go one level upwards.

## 1.12 about

### About

This function shows some very important information.

---

## 1.13 quit

### Quit

When you select this, you will immediately leave ProTris.

## 1.14 highscores

### High scores

The highscores-window can be opened by selecting it's menu-item in de window-menu or by pressing the shortcut-key RIGHT-AMIGA + H. It shows the top ten scores of ProTris. The last name which was added to the list will be highlightwd. The highscores will be saved automatically when you enter the top ten list. The highscores are saved in a seperate file called ProTris.highscores, in the same directory as where ProTris is located.

## 1.15 statistics

### Statistics

The statistics-window can be opened by selecting it's menu-item in de window-menu or by pressing the shortcut-key RIGHT-AMIGA + S. It shows a diagram with seven bars. Each bar represents the total number of blocks which fell down of the each color. You can change the window-size with the size-gadget in the lower-right bottom. The bars will then be adjusted to the new window-size.

## 1.16 sampset

### Sample Settings

The sample settings can be opened by selecting it's menu-item in de settings-menu or by pressing the shortcut-key RIGHT-AMIGA + E. The sample-settings window contains the following gadgets:

```
Select sample for
@|      Single
                                     Sample name
Sample.iff
«
```

Test Sample

Save

Use

Cancel

Select a button to get more information.

## 1.17 sampsetcycle

Sample settings cycle-gadget

Select the action you want another sample for. You can select one of the following actions:

- Single: You filled one line.
- Double: Two lines fall down at the same time.
- Tripple: You blew up three lines at once.
- Quad: Four lines are gone.
- Drop: Your block hits the floor.
- Rotate: You rotated the block.
- New Game: You selected the 'New Game'-option.
- Game Over: You reached the top of the stack and no more blocks will fit.
- HighScore: You entered the highscores.

## 1.18 sampsetstring

Sample settings string-gadget

Enter the name and path for the sample you want to play at the selected action (e.g. HD1:Games/ProTris/ProTrisSamples/Single.iff). The file must be in IFF-8SVX format and may not be larger than 128 Kbytes.

## 1.19 sampsetfile

Sample settings file-gadget

Instead of typing the filename you can select this button. It will bring up a file-requester where you can select the samplename.

## 1.20 sampsettest

Sample settings test sample gadget

This button tries to play the currently selected sample.

## 1.21 savesettings

Save settings

Save the current settings to ProTris' icon. All settings will be stored as tooltypes in ProTris' icon. Those tooltypes will be loaded each time ProTris is started.

Recognised tooltypes are:

---

```
MainX=<value>
MainY=<value>
MainWidth=<value>
MainHeight=<value>
SampleSettingsX=<value>
SampleSettingsY=<value>
StatsX=<value>
StatsY=<value>
StatsWidth=<value>
StatsHeight=<value>
HighScoreX=<value>
HighScoreY=<value>
SampleSingle=<string>
SampleDouble=<string>
SampleTriple=<string>
SampleQuad=<string>
SampleDrop=<string>
SampleRotate=<string>
SampleNewGame=<string>
SampleGameOver=<string>
SampleHighScore=<string>
```

All the X-values represent the amount of pixels which a window is positioned relative to the left edge of the screen. All the Y-values represent the amount of pixels which a window is positioned relative to the top edge of the screen. The Width-values represent the amount of pixels a window is wide and the Height-values represent the amount of pixels a window is high. The strings must contain a complete path and name to each sample.

Although it is possible to edit all those tooltypes via the Workbench with the menu-option Icons-Information, it is more convenient to let ProTris handle them.

## 1.22 sampsetuse

Sample settings use gadget

Use the current sample settings but don't save them to disk.

## 1.23 sampsetcancel

Sample settings cancel gadget

This button has the same effect as the close gadget of the window so the changes to the sample-settings or not used.

## 1.24 future

---

### Future extensions

The following items are on the drawing-board to be implemented in some next version of ProTris.

- o Keyboard control.
- o Use the gameport.device to read the joystick instead of directly using the hardware-registers. This is to avoid screen-blanker problems.
- o Link option for multi-player.
- o Color settings to customize the colors of the blocks, maybe with an optional raster.
- o Save sample settings to a separate file, so complete sets of samples can be used and you don't have to select them all if you want another set.
- o Localisation (if anybody is interested in it and wants to translate).
- o Make better use of the audio-channels (ie. try to use an audio-channel which is not playing a sample yet).
- o Make an option which automatically adjusts the window-size to let protris fit pixel-perfect.

If you have some suggestions to improve ProTris, don't hesitate to write to me! My address can be found in  
Shareware notice

.

## 1.25 history

### History

Version 1.0: First public release.

#### KNOWN BUGS:

- When using screen blanker-commodity the screen goes blank while playing
- Samples over 128 Kbyte are not handled correctly