Artillery Duel Readme

Program version: 236M
Readme last changed: 06.03.2002

I. Introduction

"Artillery Duel" is a clone of the C=64 game which I played - *e.g.* with my
brother - many years ago. Artillery Duel has been developed using PocketC
for PalmOS and is free software.
This build gives "Artillery Duel" a much higher likeness to the origin version
(but it looks better now, I think :-).
Aaron Ardiri's Xmas Lemmings (www.ardiri.com) inspired me to create the
included Winter edition. I hope you like it too - let me know!

II. Installation and Usage

Just install the
- PToolboxLib.prc

and ONE of the following files:
- ArtilleryDuel.prc = Standard (gray scale [16 shades] & color)
- ArtilleryDuel_WINTER.prc = Winter Edition (gray scale [16 shades] & color)
- ArtilleryDuel_1ASG.prc = older Standard (gray scale [4 shades] & color)
via HotSync on your Palm.
PLEASE NOTE: As PocketC does not offer gray scale and color commands, I used the PToolboxLib for adding gray scale and color graphics - thus it requires the library PToolboxLib.prc to be installed.

Check included GIF image for usage information.

III. Version history

C=Cosmetic change; E=Error correction; F=Functional change; T=Technical change

PLEASE NOTE: Black/white version (means NOT gray scale!) has not been updated after 17FI and is no longer provided, please notify me if you have a black/white device only.

06.03.2002 [236M]
- C: plants look much more like in original C64 Artillery Duel
- C: shakes screen after each finished duel now

12.12.2001 [1CAA]
- C: changed mountains bitmap
- C: changed snow in grayscale mode
- C: reduced trees/plants height

05.12.2001 [1C5K]
- F: added separate Artillery Duel Winter Edition
- T: changed grayscale mode support from 4 shades of gray to 16 shades of gray (some older Palms do not support this - use the included "ArtilleryDuel_1ASG" in this case)
- T: changed landscape calculation
- C: added Mountains to playfield background as in original Commodore 64 "Artillery Duel"
- C: replaced PocketC bitmap for sky with real bitmap (much nicer, but consumes more memory)

30.10.2001 [1ASG]

- F: the winner of a duel is now determined by the state of his gun and not the remaining lives (the winners score depend on the state of his gun - green=3 points, yellow=2 points,red=1 point)
- F: direct hits cause more damage than grazing shots now
- F: a plunge can now damage your gun
- C: the state of each gun is shown in a bar in the right upper corner now (changing from green over yellow to red on color devices or from black to light gray on non-color devices)
- C: minor adjustments (e.g. changed landscape shade for gray scale mode)
- T: improved shooting power
- T: changed wind calculation
- T: disabled menu button (no menu functions implemented)

14.08.2001 [18EH]
- E: tapping on the Info button should now open the Info screen and not the menu (with "Rebuild" button for forcing the creation of a new landscape)
- C: added COLOR support
- C: added trees/plants like in the C=64 version
- C: changed sky (maybe not the final solution)
- T: changed mountain calculation

15.07.2001 [17FI]
- F: counts wins and losses now (with remaining lives)
- F: improved Palm AI, should be MUCH more challenging now
- T: changed mountain calculation
- T: changed wind calculation (lowered unsteadyness)
- C: minor cosmetic changes

13.07.2001 [17D9]
- F: improved User vs. Palm mode
- C: minor cosmetic improvements
- F: Added restart function ("Rebuild" button on info screen)

12.07.2001 [17CF]
- C: GRAY SCALE !
- C: now with clouds in black/white and gray scale mode
- T: minor improvements and corrections

09.07.2001 [179N]
- F: added User vs. Palm mode
- T: enhanced mountain generation (more varied now)
- E: various corrections and minor cosmetic changes

09.07.2001 [179A]
- Initial release

IV. License

"Artillery Duel" is completely FREE. Please use and copy as you like, but note to keep program, readme and docu image as one package. You may not distribute nor sell this software.

V. Known Issues

None.

VI. Contact

Please check the homepage http://www.project-viewer.com for updates - or contact me directly via ArtilleryDuel@project-viewer.com (only in German or English please!).

VII. Thanks and Credits

My thanks go to Jeremy and Kevin from OrbWorks for developing PocketC,d to Maxime for developing CryptoPad (which I both used while programming Artillery Duel on my way to and from a family celebration via train last weekend) and to Joseph Stadolnik for creating the Pocket Toolbox Library.

VIII. Recommended Software

If you need to coordinate a lot of tasks, employees or resources of any kind on your Palm, then maybe you should have a look on the Project Viewer. Please see www.Project-Viewer.com /.de !

IX. Reference information

PToolboxLib.prc

Legal statement of the author: I am making the Pocket Toolbox Library freely available to the general public. You may use it in a commercial product, but you may not sell the library. If you do use it in any publicly available commercial or freeware product, please give me (Joseph Stadolnik) due credit and please include a link to this web page in your documentation. The Pocket Toolbox Library comes with absolutely NO WARRANTY of any kind. I cannot be held liable for any data loss or damage to a system resulting from the use of this library.
As for payment for my efforts, I only request that you send me a complementary copy of any software that you publicly release which uses the Pocket Toolbox Library.

Contact: http://www.geocities.com/retro_01775/PToolboxLib.htm

_____

X. Legal Disclaimer for Artillery Duel and all related documents

THIS SOFTWARE IS PROVIDED "AS IS" AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING (BUT NOT LIMITED TO) THE IMPLIED
WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR
PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR
CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY OR CONSEQUENTIAL DAMAGES INCLUDING
(BUT NOT LIMITED TO) PROCUREMENT OF SUBSTITUTE GOODS OR
SERVICES, LOSS OF USE, DATA OR PROFITS; OR BUSINESS
INTERRUPTION HOWEVER CAUSED AND ON ANY THEORY OF
LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT
OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.
                                                    ***