Awari

COLLABORATORS

	TITLE : Awari		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		December 28, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Awari

1.1 Awari.dopus5 - Yet another script from noone you'd want to know.

Welcome to yet another exciting script by yours truly.

Awari.dopus5 - A self-awari script :)

Introduction
Requirements
Installation
Script Usage
Lister Usage
History
Credits
Legal Mush

1.2 Awari.dopus5 - Yet another reason to buy DOpus.

There you are sitting in front of your Amiga tediously rearranging the never ending buildup of files and directories that always seem to magically appear, when you think, "I wish someone would create a game I could play in DOpus so I could take a break.".

Well, (you guessed it :) wish no more!

Awari is a game in a lister, not an action game, (unless you get really frustrated and take a hammer to the monitor), but more your logic type of game.

I know, I know...more thinking is not what you need after you've just been trying to rearrange your hard drive, but it was a whole lot easier than trying to create an action game in a lister.

(I do have an idea for DOpusInvaders though!)

1.3 Awari.dopus5 - Bringing confusion to the masses.

   The requirements of this particular script are very modest, for a start,
go to your bank and withdraw the equivalent of US$500-00. Use $80-00 to
BUY Directory Opus Magellan, send the rest to me.

   Seriously folks, it requires the following:

 – Directory Opus Magellan II, (requires some new commands).

   Install them as per instruction received with the above software packages.

1.4 Awari.dopus5 - Named script of the Year, 1907!

   For those that don't read instructions, here's the short version:

1) Extract archive to RAM:, (you've probably done this if you're reading
    this).
2) Copy everything in RAM:Opus5/ to it's corresponding directory in DOpus5:

   For everyone else, read the steps above.

1.5 Awari.dopus5 - First game in a lister!

   Now comes the technical part, go grab yourself a cup of coffee, sit down,
shutup, and read.

   OK, feeling relaxed? Right let's get on with it.

   You can use the script from any of DOpus' normal methods of script
execution; button, toolbar, hotkey, etc.

   For example, a toolbar button:

   ARexx DOpus5:ARexx/Awari.dopus5

   Flags Run Async

   A hotkey:

   ARexx DOpus5:ARexx/Awari.dopus5

   Flags Run Async

1.6 Awari.dopus5 - Brought to you by the numbers: 1,2,3,4,5 and 6

   If all has gone well, a lister will have opened with 3 lines of display,
eight buttons in the toolbar and the status bar saying 'Your move:', if it

hasn't check your installation.

   Those buttons:

Help - Provides help on how to play the game, a DOpus viewer will open with
         instructions, (the instructions are contained in the script so you
         can also read that if you want).

Exit - Guess :)

1 - 6 - These buttons let you select what move you want to make.

   That's it, easy or what? I suggest that the first button you use should be
'Help' :)

1.7   Awari.dopus5 - I don't understand this game.

Version:

1.1 - Someone, (who doesn't really understand ARexx), complained it didn't
      work. So I added code to add in rexxsupport.library, you really should
      start ARexx better on your machine :)

1.0 - First version, worked on my machine.

1.8   Awari.dopus5 - Danger, Danger....Brain overload!

   Here's where we say thanks to all those people that made it possible:

Jon Potter   - created Directory Opus, it has the most frustrating
                      ARexx interface at the most frustrating times :)

Dr Greg Perry   - GPSoftware, he who markets DOpus.

Bill N. Vlachoudis - Originally translated Awari into IBM REXX from which I
                      translated into the more efficient version you see
                      before you ;-)

1.9   Awari.dopus5 - Can't think of anything here.

   Here's my standard disclaimer for all my ARexx scripts:

"Use her, Abuse her, she can take all that you've got."
                                        - 22 Acacia Avenue
                                          Iron Maiden

   This script is ApathyWare(tm).

   I don't care what you do with it, and neither does the script.

```
  (Of course, if the script ever develops artificial intelligence then it
   might want that last part ammended.  And it might, since it has a
   rudimentary intelligent move algorythm :)

  You will note that I have cunningly concealed the real author of this
script, this is due to the fact that if any problems do arise out of your
misuse of this script, you'll know who to blame ;-)
```