

RoboEd

COLLABORATORS

	TITLE : RoboEd		
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Chapter 1

RoboEd

1.1 RoboEd © by JIPsoft 1997-1998

RoboEd was written by me, JIPsoft, in AMOS from September 1997 to January 1998.

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This is the official AmigaGuide® document file for RoboEd, the program for editing RoboQuest maps. Choose a topic:

- The editor screen
 - Editing a map
 - The blocks and items
 - Registration

 - The RoboQuest main documentation file
- =====

1.2 I will now perform my cabaret number...

In the map editor, all editing is done on the editor screen, which is the only screen in RoboEd. This editor screen is laid out as follows:

The biggest area in the upper right corner is the map window, showing you a 20*20 square area of the whole 40*40 square map. On the right side are the editor control buttons. Below these are the buttons for scrolling the map window (the central button centres the window) and the drawing tools.

On the left side of the screen, below the map window, is the palette of the different blocks and items. Right of these are the buttons for placing a robot on the map. Note that there are 4 robots on the map in all situations. The placing buttons just move the robots around the map.

Read the following nodes for information on how to actually edit a map.

1.3 I presume that's enough 'Allo 'Allo puns.

In this node, I will explain the buttons and drawing tools on the editor screen. The control buttons, from top to bottom, are as follows:

- Load a map. Loads a new RoboQuest map file from disk. If the map file is
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password protected, you will be asked for the password. If the password is wrong, you will not be able to edit, or even see the map.

- Save this map. Saves the current RoboQuest map to disk. You will be asked for the map name (to be written into the file) and a password. If you don't want the map to be password protected, just press Return when asked for a password. Saving maps is only possible in the registered version.

- Delete a map. With this button you can delete map files, and other files, too, from disk. You will be asked for confirmation.

- View this map. Shows the whole 40*40 map for your benefit. You can scroll the map up and down with the cursor keys, and return to the editor by pressing Return.

- Check robots. Merely checks what the 4 robots are standing on, and alerts you if they're standing on something they probably shouldn't be standing on.

- Clear this map. Clears the entire map. Does not affect the robots. You will be asked for confirmation.

- Quit the program. Quits the editor, obviously. But why would you want to do that?

To edit the map, draw on the map window with the six drawing tools. They are as follows:

- Dot. Places a single block or item on the map. Messages and teleports can only be added with this tool.

- Line. Draws a line of blocks or items from one point to another. Click once to set the source, and then again to set the destination.

- Hollow square. Draws a hollow square. Click once to set one corner, and then again to set the opposite corner.

- Filled square. Like the hollow square, only filled.

- Circle. Draws a hollow circle. Click once to set the centre, then again to set the radius.

- Spray paint. Places blocks or items randomly around the point you clicked on.

When placing a robot, the drawing tools are temporarily inaccessible. After the robot has been placed, they return to use.

1.4 It's a world of blocks and items

There are 16 blocks and 8 items available in the editor. These are:

Blocks:

- Empty. Totally inaccessible to the robots.

- Floor. The basic block, robots can move on this.

- Weak floor 1. Once a robot steps on this, this becomes weak floor 2.

- Weak floor 2. Once a robot steps on this, this becomes empty space.

- Arrow up. Robots can only move upwards from this.

- Arrow right. Robots can only move to the right of this.

- Arrow down. Robots can only move downwards from this.

- Arrow left. Robots can only move to the left of this.

- Water. Robots can only enter water if they are carrying a boat, or there's another robot carrying a boat in the square.

- Desert. Robots can only enter desert if they are carrying air conditioning, or there's another robot carrying air conditioning in the square.

- Red lock. Can be opened with red keys.

- Green lock. Can be opened with green keys.

- Message block. When added, you will be prompted for the message in this block. The message can later be read by the robots.

- Teleport. When added, you will be presented with the teleport destination screen. Select the teleport destination by clicking the mouse. The teleport location and its current destination are highlighted on the screen.

- Pyramid. Like empty space, robots can't enter this.

- Diamond deposit. Dropping diamonds onto this is the goal of the game.

Items:

- Nothing. Like the name says, nothing whatsoever.

- Diamond. Dropping these onto diamond deposits advances the game. The diamonds disappear in the process.

- Fuel. Containers containing 51 units of fuel for the robots.

- Red key. To open red locks.

- Green key. To open green locks.

- Boat. To traverse upon water.

- Air conditioning. To traverse upon desert.

- Teleport ring. Stops teleports from functioning automatically when the robot steps on them.

1.5 Money makes the world go round

So far, I have had a few registrations for my earlier games, Excavation and Cubical Worlds, but for some mysterious reason none for my last game, Mr UFO. Anyway I've carried the keyfile system over from Mr UFO to this game.

The version of RoboQuest itself included in this release is the full one. However, the ShareWare version of RoboEd (the map editor) will refuse to save maps. To register the program, you need a keyfile.

Keyfiles are written personally for each person registering the game. The person's name is included in the keyfile, and can be up to 20 characters long. Keyfiles can also be password protected to prevent unauthorised people from playing the registered version of the game. To use this feature, submit a password of up to 20 characters when registering.

You can buy a keyfile for Mr UFO, RoboEd, or both. Here are the possible registration methods:

Method of registration	SEK	FIM	DEM	USD	GBP
1 keyfile only, by e-mail	10	7	2.30	1.30	0.80
Both keyfiles only, by e-mail	15	10	3.30	1.80	1.10
1 keyfile only, on disk 1)	17	12	4.00	2.20	1.35
Both keyfiles only, on disk 1)	22	15	5.00	2.70	1.65
1 keyfile only, on disk 2)	25	17	5.60	3.10	1.90
Both keyfiles only, on disk 2)	29	20	6.60	3.60	2.25
All of my games, on disk 1)	32	22	7.30	4.00	2.45
All of my games, on disk 2)	47	32	10.60	5.80	3.55

1) You supply your own disks (1 DD disk for keyfiles, 2 DD disks for all games)

2) I provide disks for you

If you register by "all games", you get the following games: The Butterflies!, Self Defense, Maze Mania, Fantasy Trade, The Secret of Arcturus, Super Daleks, Lactose Intolerance, L, ZombieZ, Strateg, Excavation, Cubical Worlds, Mr UFO and RoboQuest. All of them will be registered versions, of course. That's only 2.29 SEK, 1.57 FIM, 0.52 DEM, 0.29 USD or 0.18 GBP per game! Where else can you get games this cheap? Not from many places, that's for sure.

If you want to register, please e-mail me at: palaste@cc.helsinki.fi

Or write to me at:

Joona Palaste
Toppelundintie 3B 19
02170 Espoo
Finland

I am looking forward to your registrations!

1.6 JIPsoft? Who is he?

JIPsoft equals yours truly, Joona Palaste.

Here are his current statistics:

Age: 21 years
Nationality: Finnish
School: Student at the Helsinki University, Department of Computer Science
Computer: A1200 with 6 MB memory & 1033 MB HD
New girlfriend-to-be: Laura Kalli (although don't tell her that)

I have also released other games, such as:

- Self Defense, a text adventure
- Lactose Intolerance, an arcade game
- Super Daleks, another arcade game
- The Secret of Arcturus, a semi-RPG
- Strateq, a Chess derivative
- Excavation, an underground arcade/strategy game
- Cubical Worlds, an exciting arcade/puzzle game in glorious 3D!
- Mr UFO, a "gravity flight" -type game with 8 levels

I am also a part-time member of the RRR team. See any RRR production for details.

1.7 Professional widow

Some people wonder why I still use AMOS. I often wonder the same too. To put it shortly, AMOS is a simple, but quite powerful language. Its biggest downside is its inability to function on a standard Intuition screen, not having to open a non-system screen all the time. But I'm happy that I'm not the only person in the world to program games in AMOS. Just read the Readers' Games part of Amiga Format, and you'll see lots of other AMOS games. Well, a few, at least. Too bad EuroPress has totally forgotten about AMOS's existence. A hint for EuroPress: A real PC version of AMOS, unlike that stupid Klik'n'Play, would certainly get you more buyers. Ask François Lionet, he's sure to have some vague recollection of AMOS hidden in a corner of his mind, despite years of drinking French cognac trying to forget it. =)