

Rocks'n'Diamonds Documentation

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Chapter 1. About

About

Rocks'n'Diamonds is puzzle game in the spirit of Boulderdash. In fact you can play nearly all of the original Boulderdash-Caves with it, as well as Emerald Mine, Supaplex and Sokoban levels.

Rocks'n'Diamonds does not exactly behave like these, but this will improve in future and most levels are already solveable by now.

History

See <http://www.artsoft.org/rocksndiamonds/> (<http://www.artsoft.org/rocksndiamonds/>) and <http://www.artsoft.org/rocksndiamonds/doc/CHANGES> (<http://www.artsoft.org/rocksndiamonds/doc/CHANGES>) for details.

Chapter 2. Installation

Installing on Windows

Use a program with support for zip archives (for example *Winzip* (<http://www.winzip.com/>)) to unzip the game archive to any directory and from there enter the directory and start **rocksndiamonds.exe**.

Installing on Linux

Untar the tarball, e.g. with **tar xvzf rocksndiamonds-3.0.8.tar.gz**. To start the game, enter the created directory and type **./rocksndiamonds**

Installing on MacOS-X

Activate the .dmg (disk image) file by double-clicking it and drag the included folder "Rocks'n'Diamonds" to wherever you like to have it on your hard disk. That's it!

Compiling from Source

Untar the tarball, enter the directory and have a look in the README-file.

Chapter 3. Basic Gameplay

Navigation

To navigate through the menus, you may either use your mouse, or the keyboard. Keyboard navigation is done via the up-, down-cursor-keys and select items with the return-key. You'll find that much more comfortable when playing, because you save a lot of time searching your mouse.

Playing the game

To start the game, simply select "Start Game" in the main-menu (surprise!). In the main-window the selected cave will appear with the player in the center (if possible).

You can control your player with the cursor-keys per default. Your player has the ability to take the contents of an adjacent field (called snapping or grabbing) if you hold the left shift-key while pressing in a direction. If you have collected any dynamite, you can place it again with the right shift keys. These keys are only the default-bindings, you may change these to whichever you like in the Setup-Menu.

The status-window to the right will tell you some facts. The topmost panel tells you the number of the current level, or cave, you are playing, directly above the number of Emeralds you need to collect before the exit opens. Below this there's the dynamite-counter above a field labels "Keys". In some levels you may encounter doors that can be opened only after you've collected a key of a certain color (possible are: red, yellow, green and blue). The "Keys"-display helps you to keep track of which colors you already have. Below this are the counters for score and time. The first is quite obvious. The purpose of the time-counter depends on the level you are playing. If it has a time-limit, the counter will count and down you'll die when it reaches 0. Otherwise it will count up.

Choosing a Levelset

When you first start Rocks'n'Diamonds you will start with the Tutorial-Levelset that consists of about 10 tutorial levels to introduce you to the basic game principles.

After playing the tutorials, you may try the other levelsets. If you select "Levels" in the main-menu, you can choose alternate levelsets.

Chapter 4. The Menu-Structure

Name

Change your players name (the one that will be entered into the highscore-tables)

Level

By selecting "Level" you enter the levelset-selector. If you press the left/right-keys you change the level currently selected for play.

Hall Of Fame

Here you can see the top-players for the current level.

Level Creator

Enters the Level Creator. See Chapter 5.

Info Screen

The Info Screen contains short information for most game elements on several pages.

Start Game

Select this item to start a game.

Setup

Game Settings

Table 4-1. Game Settings and their meanings

Setting	Possible Values	Description
Team-Mode	on/off	on: Multiplayer, off: Singleplayer
Handicap	on/off	When on, you cannot play any higher level than the last finished one.

Setting	Possible Values	Description
Timelimit	on/off	When on, the player dies when the time is up.
Auto-Record	on/off	Turn this to on, when you want every game you play recorded.

Editor Settings

Here you can select the groups of items you want to see in the level-creator. Those groups are:

- Boulderdash
- Emerald Mine
- More
- Sokoban
- Supaplex
- Diamond Caves
- DX-Boulderdash
- Characters
- Custom Elements (1-128)
- More Custom Elements (129-256)
- Headlines
- User Defined

Graphics

Table 4-2. Graphics Settings

Setting	Possible Values	Description
Fullscreen	on/off	Toggles fullscreen and windowed mode
Scroll Delay	on/off	?
Soft Scroll	on/off	on: 50 fps (?) off: ???
Quick Doors	on/off	???
Toons	on/off	...

Sound & Music

Table 4-3. Sound and Music Settings

Setting	Possible Values	Description
Simple Sound	on/off	...

Setting	Possible Values	Description
Sound Loop	on/off	...
Game Music	on/off	...

Custom Artwork

Rocks'n'Diamonds allows you to use your own (or other peoples) graphics, sound effects or music instead of the default one when playing.

On the upper half of this config-screen you can choose which graphics, sounds and music you want to have. The "Classic Graphics" ("Classic Sounds", "Classic Music" respectively) is the default. Select these points to get a menu of items to choose of (may vary depending on your installation).

Any levelsets that bring their own artwork however will per default be displayed in that one. In the lower half of the screen you can override that behaviour. But to be honest: if a levelset has own custom artworks, the half of the fun will get lost if you chose another one.

Input Devices

This menu is for configuring the control for the up to four players that can play on a single computer.

Key Shortcuts

Here you can select the keys you want to have as shortcut for load, save and pause.

Exit

Returns to the main-menu with the new settings, but without saving them to disk, i.e. they will get lost when you quit the game.

Save and Exit

Returns to the main-menu with the new settings and saves them to disk.

Quit

Select this item to quit the game.

Chapter 5. The Level Creator

ToDo

here be muuuuuch information :-)

Chapter 6. Managing Levelsets

Basics

Levels in Rocks'n'Diamonds are organized in levelsets. You can find these in two places on your harddisk. The first one is the folder where Rocks'n'Diamonds is installed. The other one is your personal Rocks'n'Diamonds-Folder, which is `My Documents\Rocksndiamonds` for Windows systems and `~/ .rocksndiamonds` for Unix-like systems. In each of those there is a subfolder `levels` in which the levelsets are stored.

Each levelset may contain up to 1000 levels. Additionally there may be own graphics, sounds and music. See Chapter 8 for more information about those.

The `levelinfo.conf` file

Each levelset-directory contains a file named `levelinfo.conf` which holds all necessary informations about the levelset. It is an ordinary text-file that can be edited with your favorite text-editor.

Here is for example the `levelinfo.conf` file for my own tutorial levels:

Example 6-1. example `levelinfo.conf` file

```
file_identifier:          ROCKSNDIAMONDS_LEVELINFO_FILE_VERSION_3.0

name:                    Tutorial NB
author:                   Niko Boehm
levels:                   40
first_level:             1
sort_priority:           90
level_group:             false
readonly:                true
```

Now follows a short overview of all possible options. A short tabular synopsis can be found in Table 6-1.

Option: `file_identifier`

Description: This option must be present and should be `ROCKSNDIAMONDS_LEVELINFO_FILE_VERSION_X.Y` where `X.Y` is the version of Rocks'n'Diamonds you are using.

Option: `name`

Description: This is the name of the levelset. If this is missing the name of the directory in which it is located will be used.

Option: `name_sorting`

Description: (I honestly have no idea what this good for)

Option: `author`

Description: Who is the Author of this levelset.

Option: imported_from

Description: From which game (if any) were these levels imported.

Option: levels

Description: This is the number of levels in this levelset.

Option: first_level

Description: Which number has the first level of this levelset. Mostly 0 or 1.

Option: sort_priority

Description: The sort-priority affects 2 things. First: where in the list of levelsets will this set be found (smaller numbers stand higher). Second: As what kind of levelseries this will be classified. Detailed Informations can be found in Table 6-2

Option: latest_engine

Description: If set to “true” Rocks’n’Diamonds uses always the latest game engine, regardless of the level version. Usually this is not what you want, since it may break tapes.

Option: level_group

Description: If set to “true”, this directory will not be searched for levels, but further subdirectories containing levelsets.

Option: readonly

Description: Defines if these levels are allowed to be changes in the level creator or not.

Option: graphics_set

Description: Name of the graphics set to be used for this levelset

Option: sounds_set

Description: Name of the sound set to be used for this levelset

Option: music_set

Description: Name of the music set to be used for this levelset

Option: filename

Description: (I honestly have no idea what this good for)

Option: filetype

Description: (I honestly have no idea what this good for)

Option: handicap

Description: Set to “false” to always disable handicap for this levelset.

Table 6-1. options for levelinfo.conf

Options	Type	Default
file_identifier	string	(see description)
name	string	ANONYMOUS
name_sorting	string	

Options	Type	Default
author	string	ANONYMOUS
imported_from	string	
levels	number	0
first_level	number	0
sort_priority	number	999
latest_engine	true/false	false
level_group	true/false	false
readonly	true/false	true
graphics_set	string	
sounds_set	string	
music_set	string	
filename	string	
filetype	string	
handicap	true/false	true

Table 6-2. levelinfo priorities

Range	Color	Description
010-099	blue	Tutorial Levels
100-199	red	Classic Levels
200-299	green	Contributed Levels
300-399	red	Private Levels
400-499	green	Boulder Dash Levels
500-599	yellow	Emerald Mine Levels
600-699	green	Supaplex Levels
700-799	yellow	DX-Boulderdash Levels

Chapter 7. Custom Elements

ToDo

here be muuuuuch information :-)

Chapter 8. Custom Artwork

Custom Graphics

here be some information

Custom Sound Effects

here be some information

Custom Music

here be some information

Chapter 9. Miscellaneous

Command Line Parameters

Here is the command-line help of rocksndiamonds:

```
niko@avalon ~ $ rocksndiamonds --help
```

```
Usage: rocksndiamonds [OPTION]... [HOSTNAME [PORT]]
```

Options:

```
-d, --display HOSTNAME[:SCREEN]  specify X server display
-b, --basepath DIRECTORY         alternative base DIRECTORY
-l, --level DIRECTORY            alternative level DIRECTORY
-g, --graphics DIRECTORY         alternative graphics DIRECTORY
-s, --sounds DIRECTORY           alternative sounds DIRECTORY
-m, --music DIRECTORY            alternative music DIRECTORY
-n, --network                     network multiplayer game
    --serveronly                 only start network server
-v, --verbose                     verbose mode
    --debug                       display debugging information
-e, --execute COMMAND            execute batch COMMAND:
```

Valid commands for '--execute' option:

```
"print graphicsinfo.conf"      print default graphics config
"print soundsinfo.conf"        print default sounds config
"print musicinfo.conf"         print default music config
"print editorsetup.conf"       print default editor config
"print helpanim.conf"          print default helpanim config
"print helptext.conf"          print default helptext config
"dump level FILE"              dump level data from FILE
"dump tape FILE"               dump tape data from FILE
"autoplay LEVELDIR"            play level tapes for LEVELDIR
```

Please note that the `--display`-option is only working (and useful) on Unix-like systems.