

TABLE OF CONTENTS

Introduction	9
BASICS	11
Downloading from the Internet.....	13
Booting from floppy disk.....	15
Installation on hard disk	17
Starting from hard disk	35
EDITOR	39
Disk operations.....	42
Testing and running the program	46
Searching the program	51
Operations on blocks	58
Inverting operations	61
Operations on multiple windows	62
Compilation of the program	65
THE FIRST PROGRAM	71
Variables	73
Types of variables	74
Declaring variables	75
Values and calculations.....	78
Arrays	81
Operations on text strings.....	82
Functions.....	85
Commands and syntax	87
Conditional statements	88
Operations on multiple screens.....	94

Loops	97
Labels	107
Subroutines	109
Procedures.....	111
WE WRITE THE GAME	117
Screen	120
Custom display modes	123
Graphics.....	126
Using IFF files.....	127
Color palette	130
Animation.....	134
Bobs and sprites.....	135
Scrolled text	141
Interaction	155
Collision between objects	156
Collision with the use of zones	162
Fonts	166
Scrolled background.....	171
Map of the game.....	174
Joystick and mouse.....	188
Sound and music	194
Build-in sounds	195
Synthetic sounds.....	196
Samples	198
Music modules.....	202

WE WRITE THE UTILITY	209
The program independent of operating system	212
Screen	213
Pull-down menu	214
Dialogs.....	226
MEMORY BANKS	233
Operations on memory banks	236
Recovering the maximum of free memoty	243
ERROR HANDLING	245
Errors in program	247
Error messages in editor	254
Syntax errors	255
Logical errors	256
Technical errors	258
Errors related to conditional statements	266
Errors related to loops	268
Errors related to subroutines and procedures.....	269
Errors related to various components of operating system.....	271
Errors related to disk operations	276
Errors related to screens and windows	284
Notes to the error messages.....	286
AMAL	287
Support in program.....	290
Animation of objects	293

Collision of the objects	296
Sound.....	298
Coordinates	299
Screen	301
Error messages	302
AMOS 3D	303
Installation of the package	306
Starting up.....	313
"Object Modeler"	316
Screen structure.....	317
Inserting objects	319
Zooming objects	321
Changing position of the objects	322
Rotating objects.....	323
Changing size of the objects.....	325
Selecting parts of the objects	327
Combining objects	328
Stretching objects	331
Editing details of the object	333
Color changing	335
Disk operations.....	337
Using 3D in program.....	339
Ending.....	341
Appendix: Index of commands and functions	343
Appendix: Technical information	371