TI-RUNNER MODIFIER

By John Guion

INTRODUCTION:
       This program will allow the user to copy, view, print,
or edit any one of the 50 different levels of the popular
game TI-RUNNER.
       The TI-RUNNER game uses a file named "LEVEL28" which
contains each level (screen) of the game. Each one of these
screens is composed of various ASCII characters. Each of
these characters represents a different element of the
screen. For example: a lower case 'h' represents a regular
brick. When assembled together in a logical fashion, a
screen full of bricks, ladders, and treasures is made.
       When a level is reached while playing TI-RUNNER, the
computer reads the "LEVEL28" file and prints the contents on
the screen, thus displaying the new level.
       The TI-RUNNER MODIFIER will allow the user to copy the
"LEVEL28" file, either entirely or only a single level;
display any level on the screen, complete with the location
of hidden ladders and "fall-through" bricks; print (using any
TI compatible full width printer) all levels as they would be
displayed on the screen when viewing levels; and load, edit,
and resave any individual level. NOTE: The "LEVEL28" file
must retain its original name in order for TI-RUNNER to be
able to read it. It is suggested that when altering any
levels, the "LEVEL28" file be copied to the disk containing
the TI-RUNNER MODIFIER program using the copy file option of
this program. Then when the game is played, put the disk
containing the modified file in drive #1. The "LEVEL28" file
must be in drive #1 and named "LEVEL28" for the TI-RUNNER
program to work properly. For ease of use, the TI-RUNNER
game may also be copied to the same disk using the DISK
MANAGER.

SCREEN CODES:
       h-regular brick
       j-fall through brick
       n-solid brick (can't be bombed)
       i-bottom brick layer (must be underneath any type of
brick layer)

       p-key
       q-treasure chest
       r-diamond

       ` (FCTN 'C')-ladder
       x-invible ladder (appears when last treasure is
acquired)

INSTRUCTIONS:
       To load the TI-RUNNER MODIFIER program: turn on your
system, select EXTENDED BASIC, place the diskette containing
the program in drive #1, type "OLD DSK1.RUNNERMOD", then type
"RUN".

       The main menu will appear as follows:

```
TI-RUNNER MODIFIER
==================

1) COPY 'LEVEL28' FILE

2) COPY SINGLE SCREEN

3) VIEW LEVELS

4) PRINT 'LEVEL28' FILE

5) LEVEL EDITOR

6) QUIT

CHOICE?
```

     To select an option, simply press the number of your
desired choice, ENTER is not required.

     NOTE: To exit the program, always return to the main
menu and select option 6. Failure do do so could leave to
"LEVEL28" file open and render it unusable.

     1) COPY 'LEVEL28' FILE
     To copy the entire file, select option 1 on the main
menu. The program will ask for the source disk drive number
and the destination disk drive number. Enter both and the
program will proceed to copy the file. This procedure will
take about 5 minutes and 8 seconds. When finished, it will
return to the main menu.

     2) COPY SINGLE SCREEN
     To copy an individual screen, select option 2 on the
main menu. The program will ask for the number of the screen
to be copied, the source disk drive number and the
destination disk drive number. First enter the screen number
or 0 to return to the menu. Then enter the appropriate disk
drive numbers. When finished, it will return to the main
menu.

     3) VIEW LEVELS
     To view any level in its non-redefined state (which
allows the user to see hidden objects), select option 3 on
the main menu. The program will ask for the number of the
screen to be displayed. Enter the screen number or 0 to
return to the main menu. The program will display the screen
with the prompt "PRESS ANY KEY TO CONTINUE". The characters
which compose the screen are identified under the SCREEN
CODES portion of this document. When any key is pressed, the
program will return to to the screen number prompt.

     4) PRINT 'LEVEL28' FILE
     To obtain a printout of the entire "LEVEL28" file,
select option 4 on the main menu. The program will ask for
the disk drive number of the "LEVEL28" file that is to be
printed and the printer device name. Enter these and the
program will produce a hard copy of all levels as they would

be displayed using the view screen option.

     NOTE: While it is not necessary, it is suggested that your printer be placed in the 8 lines-to-the-inch mode to obtain a neater printout.

     5) LEVEL EDITOR

     To modify any level, select option 5 on the main menu. The program will ask for the disk drive number of the "LEVEL28" file from which you wish to read and send screen information. Once entered, the command prompt appears at the bottom of the screen. The LEVEL EDITOR has four different commands: <L>oad, <R>edo, <S>ave, and <Q>uit. These commands may be entered in either upper or lower case. The <L>oad command loads a screen so that it may be edited. When <L>oad is selected, the number of the screen to be loaded is asked for. Enter the screen number and it will load and display the screen then return to the command prompt. To edit a screen, enter the <R>edo command. Two arrows will appear at the top of the screen displaying which line is currently being edited. To change the information on a line, use the arrow keys (FCTN 'S' and FCTN 'D') to move to the area to be changed. Then type in the new characters which will compose that line. The only characters that the LEVEL EDITOR will accept are those listed under SCREEN CODES in this document or a space. When a line is completed, press enter and the LEVEL EDITOR will move down to the next line. To skip a line, simply press enter and no changes will be made. When the cursor reaches the bottom of the screen, the command prompt returns. <R>edo may be performed as many times as desired. When editing of a screen is complete, the <S>ave command will ask for the screen number that the new screen is to be saved under. NOTE: No information is changed in the "LEVEL28" file until the <S>ave command is executed. To leave the LEVEL EDITOR, enter the <Q>uit command and the program will return to the main menu.

     6) QUIT

     To leave the TI-RUNNER MODIFIER program select option 6 on the main menu. This will ensure that all previously opened files will be properly closed.

                      From:
                      John Guion
                      11923 Quincy Lane
                      Dallas, Texas 75230

Docs for the screen designer for the
TI-Runner game:

TI-Runner was one of my favorite games way back when. I
always thought it would be neat to be able to design these
game screens for playing. Unfortulately I never completed
that project when my TI was my main computer. Now, thanks to
Win994a, I have dug up the old files and wrote my screen
designer. Together with the game, files, and some loading
programs, I have put together a disk that will allow you to
play TIRunner as well as design the screens.

This documentation is for the program Designer only and is
available from the main menu on the disk. I did not write
TIRunner, just the screen designer. I did modify TIRunner
slightly to allow the loading of different games from a
single disk.

DESIGNER - Rediware Software 2006
Designer uses file LEVEL01 for modification. LEVEL02 is the
screen file that comes with the program, and LEVEL03 appears
to be a French modification. These files as released here
are somewhat corrupted in the middle levels. I had received
them that way a long time ago. With Designer, they can be
repaired easily, but I'll leave that up to you if desired.
When Designer loads, it will load the first screen of what I
believe to be 49 total. All graphics will load except for
the runner positions. If you are modifying a screen a lot,
it is best to redefine these positions. If you do not, your
runners may be stuck inside walls. The colors used for that
particular screen will be loaded also. The left and right
sides of the graphics screen will show the menu options.
They are:

To activate each menu item, press the first letter of the
item. This does not apply to the arrow keys. Your CAPS lock
must be on!

QUIT - quits the Designer program and asks if you wish to run
the game. This makes it easy to design and test. Note that
quitting DOES NOT prompt you to save your changes!

NXT - loads the next game screen for editing.

PRV - loads the previous game screen for editing. Note that
the software limits the loading of screens 1 through 49. If
more screens are found, Designer can be changed accordingly.

ARROWS - use the arrow keys to move the cursor around the
screen. The cursor is the location for any graphic objects
that will be placed on the screen.

TXT - allows you to place text on the screen one character at
a time. Press T. A blinking ? will appear. Press the
letter of test you wish and then press enter.

GET - Get (load) a particular screen, 1-49. After pressing
G, you will see the current screen number flashing in the

bottom right corner. Change this to the screen number you
wish to load.

SAVE - Save a screen you have edited. You will see the
current screen number flashing in the bottom right corner.
You can keep this the same by pressing enter, or change it to
another screen number and press enter. This is how to repair
any screens that are corrupted on this disk. (get a good
screen, save it to a bad screen). Save goes through a number
of steps to get the information needed. A check is done for
the number of prizes. The screen and code is read and saved.
After pressing S, the scren will turn white. After a short
bit, you will see the screen graphics flickering one row at a
time as they are read. This lets you know that it is still
working. The screen will turn black again when the save
option has finished.

MODE - Each time you press M, the mode will change and the
cursor will change acordingly. A plain square cursor is for
entering a single graphic. An E with a box around it shows
that it is in erase mode. any graphics that the cursor is
moved over will be erased. An A with a box around it shows
that the cursor is in auto mode. By pressing a graphic item
when the cursor is in auto mode, you will then be able to
move around the screen using the arrow keys and continually
draw that graphic each time the cursor is moved. Note that
in simple box mode, a single graphic is entered at that
location by pressing one of the graphic keys described below.
The last mode is the Runner mode and will change the curser
to a man figure. See RUNR below on how to se this mode.

CODE - I recommend that you do not use this. For each screen
there is some code that tells the TI-Runner game some needed
information. editing the scren will automatically change
this code accordingly. However, if you wanted to, you could
enter this information into the code itself. Unless you know
what you are doing, do not edit this code. This was more of
a programming tool for me to decipher what parts of the code
did what.

RUNR - This will place a runner on the screen. For R to
work, your cursor must be in Runner mode (press M until the
curser looks like a man figure) In Runner mode the cursor
moves 1 pixel at a time rather than 8 pixels like the
character graphics modes. It is best to move the curser near
where you will be putting your runners before changing to
runner mode. When you have the runner positioned, press R.
Move the cursor and you will see the runner behind it.
TIRunner uses 4 runners. Each time you place a runner, the
color of the runner will change. These colors will cycle.
The first runner, white is you, the player. The remaining
three are the ones after you. NOTE: It is not good to place
a runner on a ladder. Unless it is perfectly even with the
rows, it will not run correctly. I have elected not to add
this to the program because if would change the position of
the runner in an attempt to fit, and may cause other
problems. Place the runners on flat surfaces (no overlap, no
space between the foot and the surface). You can also place

them in an open space where they will fall to the surface
below.

1,2,3 keys - Press 1, 2, or 3 to place a prize graphic on the
screen. Note that each screen can have a maximum of 9
prizes. The program will notify you if you have more when
attempting to save.

4,5 keys - Pressing 4 will cycle though the colors available
for the prizes and 5 will cycle through the ladder colors.
They will be saved with the screen.

B - place a brick graphic.

F - Place a foundation graphic (goes beneath the brick)

U - place an unbreakable brick graphic.

H - Place a hidden ladder graphic. This ladder will appear
only after all prizes have been gathered and must reach the
top of the screen to escape.

L - Place a regular ladder graphic on the screen.

D - Place a drop-through brick on the screen. In TIRunner
these look like regular bricks, but for design purposes they
appear different in Designer. When TIRunner loads them, they
will look like regular bricks.

? - A short help screen. It takes a while to load and
display because the screen needs to be stored first so after
the help screen is finished, it can be restored. Normally I
would put a routine like this in assembly to speed it up, but
I think this screen will be used only in the beginning, and
you have this file you can print out.

Designer written by Rediware Software 2006
Rediware Software did not write TIRunner. See the game for
credits.
Designer was written in Super Extended Basic on the Win994a
Simulator for Windows.