

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. Unfortunately 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 text 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 screen 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 accordingly. 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 cursor to a man figure. See RUNR below on how to see 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 screen 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 cursor 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 cursor 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 it 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 through 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.