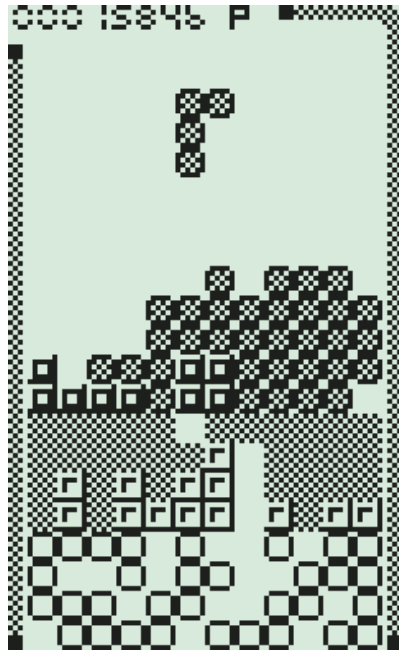# TeTRiS2 v1.5

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## I. Overview

- Tetris implementation..
- Large tiles, whole display used.
- Several game modes, configurable keys, keeps track of high scores for each mode.
- Possibility to save the game at anytime, as many times as desired.
- Runs fine in Emu48+.

## II. Requirements

### II.1. Hardware requirements

This program is written for the hp49g+, HP50g or Emu48+. It has been tested with ROM 2.15 and it should work with newer ROM versions.

### II.2. Software requirements

No other software is required.

## III. Integrity

### III.1. Installation package

File: `TeTRiS2.install.49prog.HP`
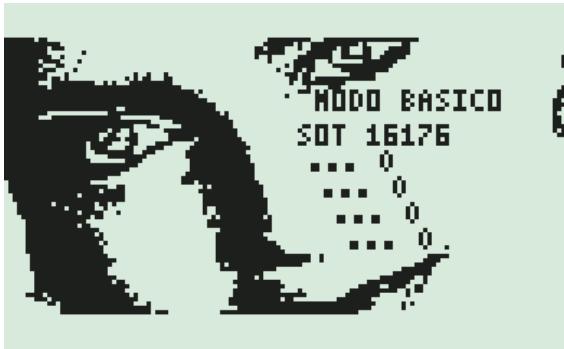Checksum: `# 40308d`
Bytes: `7207.5`

### III.2. Erase previous configuration

File: `BorrarConfigPrevia.49prog.HP`
Checksum: `# 31456d`
Bytes: `90.5`

## IV. Installation

### IV.1.Installation

1. Transfer `TeTRiS2.install.49prog.HP` to the calculator.
2. Execute the program and choose installation port for the library.
3. ATTENTION: When updating to version 1.4 from previous versions, transfer `BorrarConfigPrevia.49prog.HP` to the calculator and execute the program. The configuration format is not compatible with previous versions and memory loss may happen if this is not accomplished.

### IV.2.Uninstallation

1. Open file explorer (press the FILES key or type FILER and press ENTER).
2. Navigate to the port where the library is located, select it and erase it.

## V. Description

## V.1. Commands description

***TeTRiS2*** | Show a submenu with the following options:
- Page 1
  
  - F1 (Play): Start a new game with current configurations.
  - F2 (Top5): Show high scores for each mode.
  - F3 (...): Change player initials.
  - F4 (BAS / EXT1 / EXT2 /EXT3): Select game mode. *Basic mode presents classic tetris tiles, while in extended modes weird tiles will appear.*
  - F5 (0 .. MAX): Select the number of starting lines for a new game.
  - F6 (PROX): Select visibility of next tile.
- Page 2
  
  - F1 (Ro:xx): Change rotate key. Default key is 36, scroll right.
  - F2 (Iz:xx): Change left key. Default key is 25, scroll up.
  - F3 (De:xx): Change right key. Default key is 35, scroll down.
  - F4 (So:xx): Change drop key. Default key is 34, scroll left.
  - F5 (Pa:xx): Change pause key. Default key is 44, "P".
- Page 3
  
  - F1 (Reset): Reset all configurations and delete all saved high scores.
  - F6 (Salir): Back to previous menu.

## V.2. Notes

1. While the game is paused (notice the small flag next to the score) it is possible to shut down the calculator by pressing OFF. Any other key (except CANCEL) will resume the game. Press CANCEL to exit and save the game. The saved game is left in stack level 1. To resume the game just EVALuate the object.
2. If flag system -56 is set to zero (sound enabled) sound effects will be heard during the game.

# VI. Changes

## I.1  Version 1.5
- Better emulator speed detection.
- Configuration menus reorganized.
- Several optimizations and fixes.
- Previous saved games not compatible with this version.

## VI.1.Version 1.4
- Save game and exit mechanism modified.
- Better emulator speed detection.
- Better tile control after dropping.
- Next tile preview.
- Configuration menus reorganized.
- Saved games and previous configuration not compatible with this version.

## VI.2.Version 1.3
- Automatic speed adjust for Emu48+ speed modes.
- Removed wrong dependency with the AmbPro library.

## VI.3.Version 1.2
- Error fix: duplicated tiles in top line.
- Small optimizations.
- Added identification string to the object left in level 1 when pressing STO.
- `'TeTRiS2.par'` now stored in HOME's hidden directory, instead of directly in HOME.
- Changed title and score screens to 1 bit versions (Emu48+ compatibles).

## VI.4.Version 1.1
- Conversion to hp49g+/HP50g. For HP49G use version 1.0.

## VI.5.Version 1.0
- First version.

# VII. About

## VII.1.Usage conditions
- I offer no guaranty or warranty of any kind for any damage this program may produce, so if you are doubtful backup your memory, your whole devices, or don't try it.
- This program is freeware and it cannot be sold.
- You may modify it for your personal use. To distribute a modified version you have to notify me first.
- This documentation and all provided files should always be included in the package.

## VII.2.Final word
These program was written as a hobby and for personal use. I can't give support, sorry.

Comments and bugs: `niko DOT uy AT vera DOT com DOT uy`

Enjoy!