

Mode: Differences, With Context

Left base folder: C:\Users\ldan\Desktop\command-keen\Source

Right base folder: C:\Users\ldan\Desktop\csa\stateful-keen\keen-original-2014\keen-master

File: kd_play.c

| | | | | |
|-----|------------------------|----|-----|------------------------|
| 72 | ControlInfo c; | = | 72 | ControlInfo c; |
| 73 | | | 73 | |
| 74 | objtype dummyobj; | | 74 | objtype dummyobj; |
| 75 | | | 75 | |
| 76 | char *levelnames[21] = | | 76 | char *levelnames[21] = |
| 77 | { | | 77 | { |
| 78 | "The Land of CSA", | <> | 78 | "The Land of Tuberia", |
| 79 | "CSA HINT: I", | | 79 | "Horseradish Hill", |
| 80 | "CSA HINT: o", | | 80 | "The Melon Mines", |
| 81 | "CSA HINT: A", | | 81 | "Bridge Bottoms", |
| 82 | "CSA HINT: 8", | | 82 | "Rhubarb Rapids", |
| 83 | "CSA HINT: e", | | 83 | "Parsnip Pass", |
| 84 | "Level 6", | = | 84 | "Level 6", |
| 85 | "CSA HINT: 7", | <> | 85 | "Spud City", |
| 86 | "Level 8", | = | 86 | "Level 8", |
| 87 | "CSA HINT: h", | <> | 87 | "Apple Acres", |
| 88 | "CSA HINT: R", | | 88 | "Grape Grove", |
| 89 | "Level 11", | = | 89 | "Level 11", |
| 90 | "CSA HINT: c", | <> | 90 | "Brussels Sprout Bay", |
| 91 | "Level 13", | = | 91 | "Level 13", |
| 92 | "CSA HINT: !", | <> | 92 | "Squash Swamp", |
| 93 | "CSA HINT: L", | | 93 | "Boobus' Chamber", |
| 94 | "CSA HINT: _", | | 94 | "Castle Tuberia", |
| 95 | "" | = | 95 | "" |
| 96 | "Title Page" | | 96 | "Title Page" |
| 97 | }; | | 97 | }; |
| 98 | | | 98 | |
| 99 | | | 99 | |
| 100 | /* | | 100 | /* |

File: id_us.c

| | | | | |
|-----|------------------------------------|----|-----|------------------------------------|
| 380 | { | = | 380 | { |
| 381 | if (US_Started) | | 381 | if (US_Started) |
| 382 | return; | | 382 | return; |
| 383 | | | 383 | |
| 384 | harderr(USL_HardError); // Install | | 384 | harderr(USL_HardError); // Install |
| 385 | » the fatal error handler | | 385 | » the fatal error handler |
| 386 | US_InitRndT(false); // Initial | <> | 386 | US_InitRndT(true); // Initial |
| 387 | » ize the random number generator | | 387 | » ize the random number generator |
| 388 | USL_ReadConfig(); // Read co | = | 388 | USL_ReadConfig(); // Read co |
| 389 | » nfig file | | 389 | » nfig file |
| 390 | US_Started = true; | | 390 | US_Started = true; |
| 391 | } | | 391 | } |
| 392 | | | 392 | |
| 490 | _AH = 0x0f; | = | 490 | _AH = 0x0f; |
| 491 | geninterrupt(0x10); // Get cur | | 491 | geninterrupt(0x10); // Get cur |
| 492 | » rent video mode into _BH | | 492 | » rent video mode into _BH |
| 493 | _DL = 0; // Lefthan | | 493 | _DL = 0; // Lefthan |
| 494 | » d side of the screen | | 494 | » d side of the screen |
| 495 | _DH = 24; // Bottom | | 495 | _DH = 24; // Bottom |
| 496 | » row | | 496 | » row |
| 497 | _AH = 0x02; | | 497 | _AH = 0x02; |

File: id_us.c (continued)

| | | | | |
|------|--|----|------|--|
| 495 | geninterrupt(0x10); | | 495 | geninterrupt(0x10); |
| | | -+ | 496 | |
| 496 | } | = | 497 | } |
| 497 | | | 498 | |
| 498 | //////////////////////////////////// | | 499 | //////////////////////////////////// |
| | » ////////////////////////////////// | | | » ////////////////////////////////// |
| | » / | | | » / |
| 499 | // | | 500 | // |
| 500 | // US_TextScreen() - Puts up the star | | 501 | // US_TextScreen() - Puts up the star |
| | » tup text screen | | | » tup text screen |
| 501 | // Note: These are the only User Mana | | 502 | // Note: These are the only User Mana |
| | » ger functions that can be safely cal | | | » ger functions that can be safely cal |
| | » led | | | » led |
| 2170 | // calibration | = | 2171 | // calibration |
| 2171 | // | | 2172 | // |
| 2172 | //////////////////////////////////// | | 2173 | //////////////////////////////////// |
| | » ////////////////////////////////// | | | » ////////////////////////////////// |
| | » / | | | » / |
| 2173 | static boolean | | 2174 | static boolean |
| 2174 | USL_CtlJoyButtonCustom(UserCall call, | | 2175 | USL_CtlJoyButtonCustom(UserCall call, |
| | » word i,word n) | | | » word i,word n) |
| 2175 | { | | 2176 | { |
| | | -+ | 2177 | boolean Done = false; |
| 2176 | word joy, | = | 2178 | word joy, |
| 2177 | minx,maxx, | | 2179 | minx,maxx, |
| 2178 | miny,maxy; | | 2180 | miny,maxy; |
| 2179 | | | 2181 | |
| 2180 | i++,n++; // Shut the compiler u | | 2182 | i++,n++; // Shut the compiler u |
| | » p | | | » p |
| 2181 | | | 2183 | |
| 2186 | joy = USL_FindDown(CtlCPanels) - 1 | = | 2188 | joy = USL_FindDown(CtlCPanels) - 1 |
| | » ; | | | » ; |
| 2187 | | | 2189 | |
| 2188 | VW_HideCursor(); | | 2190 | VW_HideCursor(); |
| 2189 | FlushHelp = true; | | 2191 | FlushHelp = true; |
| 2190 | fontcolor = F_SECONDCOLOR; | | 2192 | fontcolor = F_SECONDCOLOR; |
| 2191 | | | 2193 | |
| | | <> | 2194 | |
| 2192 | USL_ShowHelp("Move Joystick to the | | 2195 | while (!(Done)) |
| | » Upper-Left"); | | 2196 | { |
| 2193 | VW_UpdateScreen(); | | 2197 | USL_ShowHelp("Move Joystick to |
| 2194 | while ((LastScan != sc_Escape) && | | | » the Upper-Left"); |
| | » !IN_GetJoyButtonsDB(joy)) | | 2198 | VW_UpdateScreen(); |
| 2195 | ; | | 2199 | while ((LastScan != sc_Escape) |
| 2196 | if (LastScan != sc_Escape) | | | » && !IN_GetJoyButtonsDB(joy)); |
| 2197 | { | | 2200 | |
| 2198 | IN_GetJoyAbs(joy,&minx,&miny); | | 2201 | if (LastScan != sc_Escape) |
| | | | 2202 | { |
| 2199 | while (IN_GetJoyButtonsDB(joy) | | 2203 | IN_GetJoyAbs(joy,&minx,&mi |
| | ») | | | » ny); |
| 2200 | ; | | 2204 | while (IN_GetJoyButtonsDB(|
| | | | | » joy)); |
| 2201 | | = | 2205 | |
| 2202 | USL_ShowHelp("Move Joystick to | <> | 2206 | USL_ShowHelp("Move Joystic |
| | » the Lower-Right"); | | | » k to the Lower-Right"); |
| 2203 | VW_UpdateScreen(); | | 2207 | VW_UpdateScreen(); |

File: id_us.c (continued)

| | | | | |
|------|--------------------------------|----|------|------------------------------------|
| 2204 | while ((LastScan != sc_Escape) | | 2208 | while ((LastScan != sc_Esc |
| » | && !IN_GetJoyButtonsDB(joy)) | | » | ape) && !IN_GetJoyButtonsDB(joy)); |
| 2205 | ; | | 2209 | |
| 2206 | if (LastScan != sc_Escape) | | 2210 | if (LastScan != sc_Escape) |
| 2207 | { | | 2211 | { |
| 2208 | IN_GetJoyAbs(0,&maxx,&maxy | | 2212 | IN_GetJoyAbs(0,&maxx,& |
| » |); | | » | maxy); |
| | | | 2213 | |
| | | | 2214 | if ((maxx != minx) && |
| | | | » | (maxy != miny)) |
| | | | 2215 | { |
| | | | 2216 | Done = true; |
| 2209 | IN_SetupJoy(joy,minx,maxx, | | 2217 | IN_SetupJoy(joy,mi |
| » | miny,maxy); | | » | nx,maxx,miny,maxy); |
| | | | 2218 | } |
| | | | 2219 | else |
| | | | 2220 | while (IN_GetJoyBu |
| | | | » | ttonsDB(joy)); |
| | | | 2221 | } |
| | | | 2222 | else |
| | | | 2223 | Done = true; |
| 2210 | } | = | 2224 | } |
| | | -+ | 2225 | else |
| | | | 2226 | Done = true; |
| 2211 | } | = | 2227 | } |
| | | -+ | 2228 | |
| 2212 | | = | 2229 | |
| 2213 | if (LastScan != sc_Escape) | | 2230 | if (LastScan != sc_Escape) |
| 2214 | while (IN_GetJoyButtonsDB(joy) | | 2231 | while (IN_GetJoyButtonsDB(joy) |
| » |) | | » |) |
| 2215 | ; | | 2232 | ; |
| 2216 | | | 2233 | |
| 2217 | if (LastScan) | | 2234 | if (LastScan) |

File: kd_demo.c

| | | | | |
|-----|------------------------------------|----|-----|----------------------------------|
| 113 | */ | = | 113 | */ |
| 114 | | | 114 | |
| 115 | void | | 115 | void |
| 116 | GameOver (void) | | 116 | GameOver (void) |
| 117 | { | | 117 | { |
| 118 | VW_InitDoubleBuffer (); | | 118 | VW_InitDoubleBuffer (); |
| 119 | US_CenterWindow (40,3); | <> | 119 | US_CenterWindow (16,3); |
| 120 | | = | 120 | |
| 121 | US_PrintCentered("Game Over! No fl | <> | 121 | US_PrintCentered("Game Over!"); |
| » | ag for you!"); | | | |
| 122 | | = | 122 | |
| 123 | VW_UpdateScreen (); | | 123 | VW_UpdateScreen (); |
| 124 | IN_ClearKeysDown (); | | 124 | IN_ClearKeysDown (); |
| 125 | IN_Ack (); | | 125 | IN_Ack (); |
| 126 | | | 126 | |
| 127 | } | | 127 | } |
| 140 | void StatusWindow (void) | = | 140 | void StatusWindow (void) |
| 141 | { | | 141 | { |
| 142 | word x; | | 142 | word x; |
| 143 | | | 143 | |
| 144 | // DEBUG - make this look better | | 144 | // DEBUG - make this look better |
| 145 | | | 145 | |
| 146 | US_CenterWindow(40,7); | <> | 146 | US_CenterWindow(22,7); |

File: kd_demo.c (continued)

| | | | | |
|-----|---|---|-----|-----------------------------|
| 147 | US_CPrint("Status Window - the fla » g isn't here ("); | | 147 | US_CPrint("Status Window"); |
| 148 | | = | 148 | |
| 149 | WindowX += 8; | | 149 | WindowX += 8; |
| 150 | WindowW -= 8; | | 150 | WindowW -= 8; |
| 151 | WindowY += 20; | | 151 | WindowY += 20; |
| 152 | WindowH -= 20; | | 152 | WindowH -= 20; |
| 153 | PrintX = WindowX; | | 153 | PrintX = WindowX; |