

LINKBUILDER (c) 1988 Superior Software

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1. INTRODUCTION

Welcome to LinkBUILDER, the hole construction set for Superior Software's Pro Golf Champ (ADAMLinks Golf). Included in this package are all the things you will need to build your own golf courses to add to the original 18.

The LinkBUILDER system does not use the prompt which most Golf owners see just before the main Golf program is loaded. Due to a foulup, there are two different versions of Golf available, one of which does not have the "Are you using an extra holes pack?" prompt. Except for this, all differences between these versions are cosmetic and both should work fully with LinkBUILDER built courses. As a result, a different procedure is used when you want to use your extra holes.

Although the system files stored on your hole data disks are copyrighted, the holes themselves are not. You are free to trade LinkBUILDER hole data d/dps or to distribute them as you please. They can be treated as public domain.

You will notice that the graphics have been spiffed up here and there. These altered graphics will persist when you play new courses as well as when you build them. The new graphics will be present any time you play Golf from LinkBUILDER and will serve to remind you when you are not playing the standard courses.

This package will serve to complete Golf and make it a self-sustaining package which will afford Golf users plenty of enjoyment and competition. I look forward to seeing what kinds of courses will begin popping up here and there as LinkBUILDER finds its way into ADAM owners' hands. Enjoy!

SYSTEM PROCEDURES

HDD's: HDD's (hole data disk/dp's) are the disks which hold the necessary system files, the hall-of-fame files and your own golf courses. You must store your holes onto a formatted HDD for Golf to function properly with the new holes. (Note: The reference to "format" here does not mean actual D/dp formatting. An HDD must be a pre-formatted D/dp.)

The HDD hall-of-fame works differently from the original. With the new holes, there are four separate halls, one for each of your new courses A,B,C,D. This allows for radically different courses on the same disk. Under the older system, low par course scores would possess an advantage over the tougher course scores, and would eclipse them.

When formatting HDDs, first boot LinkBUILDER. When the first option screen comes up, press the "Make hole disk" (3) option, and follow the prompts. NOTE: This is the only time you will be required to choose drives. All other D/dp operations will go to the booted drive.

When you are done, you can transfer the old courses from the LinkBUILDER system disk to the newly formatted D/dp and test it by playing a round using the new courses procedure outlined below. You should get the same game, but with the altered graphics.

Playing_the_new_courses: Once again, boot LinkBUILDER and press the Play Golf (2) option. Place your holes disk in the drive. The directory will be displayed, and then you will be prompted to select from the available courses A-D. Do not select an incomplete course (see "Loading & saving", below). Be certain that you have completed those courses to the last detail!

Once this is done, LinkBUILDER will prepare the Golf operating environment. Then you will be asked to place your Pro Golf Champ disk in the drive to load Golf. Be CERTAIN to place your HDD back in the drive upon the Wind prompt! After that is done, you are set to play your 18 holes.

When you are finished, Golf will ask you whether you wish to visit the Hall Of Fame or to replay the same holes. Do as usual. If you choose the Hall Of Fame option, however, remember the following:

1. Should you want the same 18 holes after loading the Hall of Fame, replace the Golf d/dp in the drive before pressing the button, then returning the HDD to the drive at the wind prompt.
2. If you want to play a different course, reboot LinkBUILDER, not Pro Golf.

BUILDING YOUR NEW COURSES

Press Build Courses (1) in the first options screen. After the usual loading period, you will see the first LinkBUILDER menu. Unlike the other operations so far, the LinkBUILDER construction program is completely menu/driven, and you choose & build using your joystick. Only the load/save options require use of the keyboard.

Hole_parameters. There are five parameters which go with each hole. These are:

1. Cup (location of the cup on the green)
2. Tee (where Fred tees off)
3. Green (where the small green is located in the full view)
4. Text window (where Golf displays will be)
5. Par

When you locate the cup, you will be prompted to choose which green to work on. Press left fire to go back to the menu, if you need to. Once you select a green, you will see a purple dot to indicate where the previously set hole is. The black dot is the pointer. Using the joystick, move the pointer to the desired location, and then press the left fire button to enter it. The purple dot will then move to the new location, and the pointer will home (go to the upper left corner).

You can continue changing the location in this way indefinitely. To exit, press the right fire button. You will be given the option to exit with or without storing the new cup location.

You can then set another cup or return to the menu.

The other parameters follow much the same routine, with the following differences:

The tee locator moves by pixel, not character increments, so it is much slower and affords precise positioning. The tee will be located at the upper left corner of the locator sprite symbol. The movable pointer is black, the old tee, white. This color scheme is the same for the following options.

When locating the green, any previously set cup location for that green will be reset to default values. Any green characters already present will be set to fairway characters after the new location is entered. It is recommended to set this parameter early.

The text window locator, instead of asking for a hole #1-6, will ask for a scene 1-12. This means that the entire keypad is used. To select the desired picture, enter the number of the scene-1. The first hole's full view is thus keypad 0; the first green is keypad 1; fullview hole#2 is keypad 2, green #2 is keypad 3, and so on. The star (*) is 10, and the number sign (#) is keypad 11. This is the same system used for the hole/green editor, explained below. The character position denoted by the pointer is the upper left corner of the 10x4 window.

The par option first displays the present par for each of the six holes. You select which hole you wish to change. LinkBUILDER then displays this hole for a short period while you size up the par. Enter par once the prompt appears. The par table is redisplayed, and you can then change another. As always, press the left fire button to exit the table.

BUILDING THE HOLES

Press the Edit Holes option on the main menu (keypad 2), then (1). You will then be asked to choose a scene from numbers 1-12 (see above, Text Window locator). Exit editing mode by pressing keypad 0.

Editing_full_view. The pointer is a black X. Since the Golf graphics are character-oriented, the courses are built from various graphics characters. Fresh scenes are filled with purple characters; the odd color is to ensure that any unfinished sections stand out clearly. Should you save your work, any purple characters left will be converted to desert or green rough characters.

The keypad provides quick access to frequently used characters:

1. Fairway
2. Tree
3. Sandtrap
4. Water
5. Desert

When storing a character to the screen, the pointer becomes an exaggerated L shape to indicate mode in progress. Holding down the key while moving the joystick will allow you to quickly draw outlines.

The * and # buttons on the keypad are quick-fill functions: the * fills in fairway characters and # fills in desert characters. These continue filling until they encounter rough edge characters (those that give the smooth edge to the fairway and slow down the ball in play; the desert is treated as a rough character), or until the ends of the screen are encountered. To prevent filler runaway, simply plot desert characters down one side of the screen.

To plot fairway rough, press and hold down the left fire button. LinkBUILDER will display the rough character most recently displayed. To change it in order to fit the edge you are defining, push the joystick up or down to "scroll" the edge until it fits. You will notice that the desert character accessible from keypad 5 is part of the rough character repertoire.

The right fire button will operate similarly, but it will store the characters to define the small green which you see in the full view. This will only work within the 4x3 space determined by the Green parameter (see above). Should you attempt to define a green outside this range, LinkBUILDER will beep you. The characters are of similar appearance to the rough characters, except for their color. Note: There is only a full light-green character; there is no full dark-green characters.

Therefore, the green is defined as light-green on dark-green. If you look at the old holes, you will see that large areas of rough are drawn by using a character which has a small light-green component removed from the actual green. It is necessary to reserve the light-green character for filling in the central green. Exit to scene selector by pressing keypad 0.

Editing_large_green. The green screen works much the same except for the following changes:

The keypad is used to lay down the arrows which denote hills. Keypad 5 yields the light green character for smooth, flat terrain; the other keys 1-9 give arrows pointing away from the 5; for instance, keypad 2 gives an arrow pointing upwards; keypad 7 gives an arrow pointing to the lower left.

The upper fire button will give all the rough edge characters, as it did for the full view. The all-dark-green rough character is only accessible through this and through the filler described below. The right-fire button does not function in the green view.

The fillers function much as they did in the full view; * fills in the smooth, flat green character while # fills in the dark green rough character. Both stop at rough characters as in the full view.

Exit to the scene selector by pressing keypad 0.

TRANSFERRING GREENS

This function takes the pixel patterns of the characters composing your small full-view green and blows them up to green-view size. After finishing your hole's full view green, go to the editing menu and press keypad 2, then the hole # to transfer. After a pause, you will find that the green screen is an exact copy of your green blown up 8x. All you need do from there is put in the trim and arrows, and locate the cup. Any non-green characters will leave blank areas in the green view.

LOADING/SAVING_HOLES

Press (3), then left fire to load a set of 6 holes.

LinkBUILDER will display the directory of the disk in the drive; to load from a different disk, press <RETURN> at the Filename? prompt (to abort it) and put the correct disk in the drive. Once the proper directory is displayed, simply enter the desired filename.

Due to a bug in the BASIC interpreter, BSAVES are done in the immediate mode. Here, you can perform most file-related commands; renames, deletes etc. Be sure to type RUN 5 when you are done; if you type RUN without the 5, the memory will be scrubbed and you will have to reload what you have saved, should you want to continue.

IMPORTANT: All holes files **MUST** be named as follows: The first character in the name should be capital A,B,C or D. This is the course to which the six holes in the file belong to. This is followed by "HOLES". The character immediately following the S in HOLES must be a 1,2 or 3 to indicate first, second or last six holes. Example: CHOLES1 is the first six holes of course C; AHOLE3, the last six holes of course A. You may name your files any way you like while they are under construction, but the names must follow this format for Pro Golf to recognize them. NOTE: If, at any time, you get a File Not Found message, type RUN, or reboot.

SCRUB MEMORY

This simply resets the parameters and fills the scene buffer with purple characters. Do this when you want to start from scratch. This is done automatically upon entering LinkBUILDER.

RECOMMENDATIONS

1. When starting work on a full view scene, first plan where you will locate the tee and the green. Mark them with characters, and then go to the parameters menu and enter their locations. Then go back and build around them.

2. Be sure to leave a part of each screen outside the important areas large enough to accommodate the text window. Be certain that the 10x4 window does not overlap something important, such as the green.

3. Try not to squish the layout or the green against the sides of the screen. Try to leave some space (desert, water or rough) between the important places and the sides.

4. Due to quirks left over in the ball mover, do not place trees next to each other in important places. Try to space them out near the main layout.

5. After transferral, you need only trim around the light green characters already there. However, where the green has been drawn right to the edge of the screen, it is a good idea to squeeze some rough right along the edge to keep game play reasonably smooth.

6. Above all, look at the original holes (included with LinkBUILDER; it is a good idea to move them onto an HDD first) to see how they were planned, and try getting used to the program by making changes in them. Experimentation is the best way to learn this program.