Millionaire

Custom Game Builder

This tool enables embedding custom question sets into the game and creating a bootable image with the game. It consists of a set of Visual Basic scripts (*convert.vbs*, *cp1250.vbs*, *unicode.vbs*) and a DOS batch file (*make.cmd*), which accepts the resource and question filenames as arguments. After running the file and if everything goes well, you will find the new game image (*millionaire.atr*) in the tool's directory. **Be aware that the file will be overwritten without warning if it already exists.**

Syntax:

make.cmd <resource_file> <question_file_1> <question_file_2> <question_file_3> <question_file_4>

File Descriptions

resource_file is the file that holds all ingame texts, such as credits in the title screen and texts in the game ending screens. In the included directories you will find resource files for English, Czech, German and Polish (*res-??.txt*), but you can create your own, following the same order of the strings.

Note: See the next page for a list of supported characters.

Every text in the title screen has to fit in a single line, that is around 50 characters (the font is proportional so the length may differ depending on characters used). Texts in the game ending screens may span over two lines. The game will automatically divide the strings if they do not fit in a single line. **The length of the texts is not verified so check yourself if they fit in the screen by running the game.**

question_file_* are the 4 files that hold all the questions. Each file contains questions for a different difficulty, first file being the easiest. The game guides you through 15 questions. The easiest file is used questions 1–4 in the game, file 2 is used for questions 5–9, file 3 is used for questions 10–13 and file 4 is used for questions 14 and 15. Because of this layout and due to the increasing difficulty, files 3 and 4 do not have to contain so many questions because they won't be used that frequently. Suggested distribution (in percentage) is like this: 30–30–25–15. For example, if the overall number of questions is 400, the numbers of questions in the individual files can be 120 – 120 – 100 – 60. There can be up to 253 questions in each file.

The structure of the plain text files is like this:

```
Question 1
Answer 1 (correct)
Answer 2 (incorrect)
Answer 3 (incorrect)
Answer 4 (incorrect)
Question 2
…
```

The correct answer is always the first one in the question file. The order of the answers will be shuffled in the game.

The VB script will check lengths of the questions and answers and will report any strings that are over limit (see screenshot below). Texts are not checked for illegal characters.
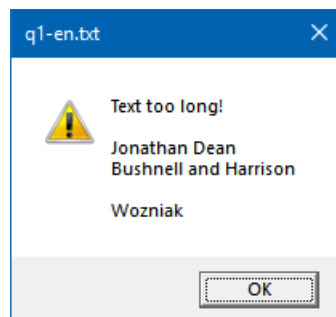
International Character Support

The texts in the resource and question files have to use either Windows-1250 or Unicode encoding to be converted properly. See the tables below for available characters and their codes (in case of Windows 1250). Supported languages are e.g. English, Czech, French, German, Polish, Slovak and Spanish.

Note: the pound character ("£") replaces left brace ("{") (code 123 in the table below) in Windows-120 encoding. Braces are not available neither in Windows-1250 nor Unicode.

Other languages may be added on request. Contact us by e-mail at pg@pinknet.cz or via AtariAge forum private message (users pseudografx and MaPa).

Windows-1250 character table

Complete character set for use with Unicode encoding