MARS 2.10 Interpreter and REDASS 1.02 Compiler

This a short introduction to the use of the MARS 2.10 interpreter and Redass 1.02 compiler. The use of the programs is very simple so only few explanations are needed to use them.

Both the programs need the TurboToolkit 2.00 to run. You can load a runtime version of it using the boot program. This program will also set some useful ALTKEYs. If you haven't the QJUMP SuperToolkit you can modify the boot file to suite your needs.

The programs are compiled with TURBO 2.00 by Digital Precision.

MARS 2.10

You can run this program using EXEC flp1_exec_mars2_10_exe or using EXEC_W flp1_exec_mars2_10_exe. If you have the Toolkit ALTKEY extensions you can simply run the boot program and press ALT F1 to execute MARS and ALT F2 to execute REDASS. Otherwise you can rename the programs and save lots of keypresses.

When the program is loaded a short message will be printed, which shows my address : if you want to ask me something about the programs or about the Core War or something related to the QL you can write to me. Press any key when you have finished reading the message. The MARS main screen will be drawn. The large black area in the upper part of the screen will be used to show the battles between the warriors. The green window will be used to show data about the first warrior to be loaded in the Core, while the red window will be used to show the same data about the other warrior. The white window is already in use to dialogate with the user. The program is asking you if you wish to load the warriors at random locations : in this case the first warrior will be loaded at Core locations 0, while the second will be loaded at a true random location ; a distance of at least 2048 locations between the two warriors will be observed. The Core size is 8192.

If you don't want to have a random loading delete the 'y' using CTRL LEFT ARROW and then type 'n' followed by ENTER.

Now, in the green window, the program asks you the name of the warrior to load. The program already types for you the default directory the warrior can be found in : "flp1_mars_". If you accept this default
you can simply write the name of the warrior you want to load. You can avoid writing the suffix "_cde" : MARS will type it for you. If you don't accept the default directory you must edit them and write the
filename you wish. Again you can avoid "_cde".

Your last chance is to erase all the string prompted to you and to press ENTER. Now the program asks you a new default directory in the white window : type it and press ENTER.

The first warrior will be always loaded at the Core location 0.

Then (in the red window) you will be asked for the name of the second warrior. If you didn't chose the random loading you will be requested to enter the location to load the selected warrior at. Type a number in the range 0 - 8191 followed by ENTER.

Now you are asked to choose if you want some data to be displayed during the battle.

- Statements report : if you type 'y' then a counter representing the number of instructions executed will be displayed on the screen during the battle.

- Processes report : if you type 'y' then a report of the processes activated, running and terminated will be updated when needed during the battle.
- On screen combat : if you type 'y' then the battle will be shown in the Core window. One square in this window corresponds to one Core location. You can see that the squares have four different colors :

    - Green : the instruction in this location has been executed by the first warrior.
    - Dark green : this location has been writed (with a MOV) by the first warrior.
    - Red : the second warrior executed this location.
    - Pink : the second warrior wrote this location.

You can terminate the battle pressing the 'Q' key. Then you can restart it from the same point by pressing the 'C' key.

Some time ago a friend of mine told me that the three lower windows closely resemble the italian national flag (it is green-white-red) : I didn't notice it until that moment, but it is easy to be ... patriots
using the QL mode 4 colors !

******* WARNING *******

There are other versions of these programs around Europe (and maybe even outside Europe). If you have one of these you must know that the _cde files generated by Redass 1.00 and Redass 1.01 are not compatible with Mars 2.10. I'm sorry, but you must recompile the warriors using Redass 1.02.

REDASS 1.02

This is the Redcode compiler. You must write the warriors using one of the available editors. For the format the programs must be written in, you can see the listing of the warriors included in the package (in the directory 'flp1_mars_' ; the warriors source codes must have the suffix '_red' - it stands for 'redass'), but as in Mars you can avoid typing this suffix : Redass will append it to the warrior name for you.

Redass asks you for the name of the program to be compiled : type (for example) 'cowboy'. Then you can set some options : you can try them and discover what they do. The only option worth to be discussed is the 'Echo' one : if you select this option you will have the output of the compiler echoed to a device (you can choose it).

THE INSTALL PROGRAM (?)

If you didn't used the previous CWDevSys 1.00 (or 1.01) version you can skip the following lines.

What about the Install program ? Well, it isn't needed anymore !

Now you can edit the defaults at run-time, so it is all simpler. If you need to permanently change the defaults you can use an editor like THE EDITOR or SPY.

DON'T FORGET !

Make at least one backup of the whole disk contents.

Let your friends know about the Core War. Don't forget

MORE PLAYERS = MORE FUN

Thank you

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