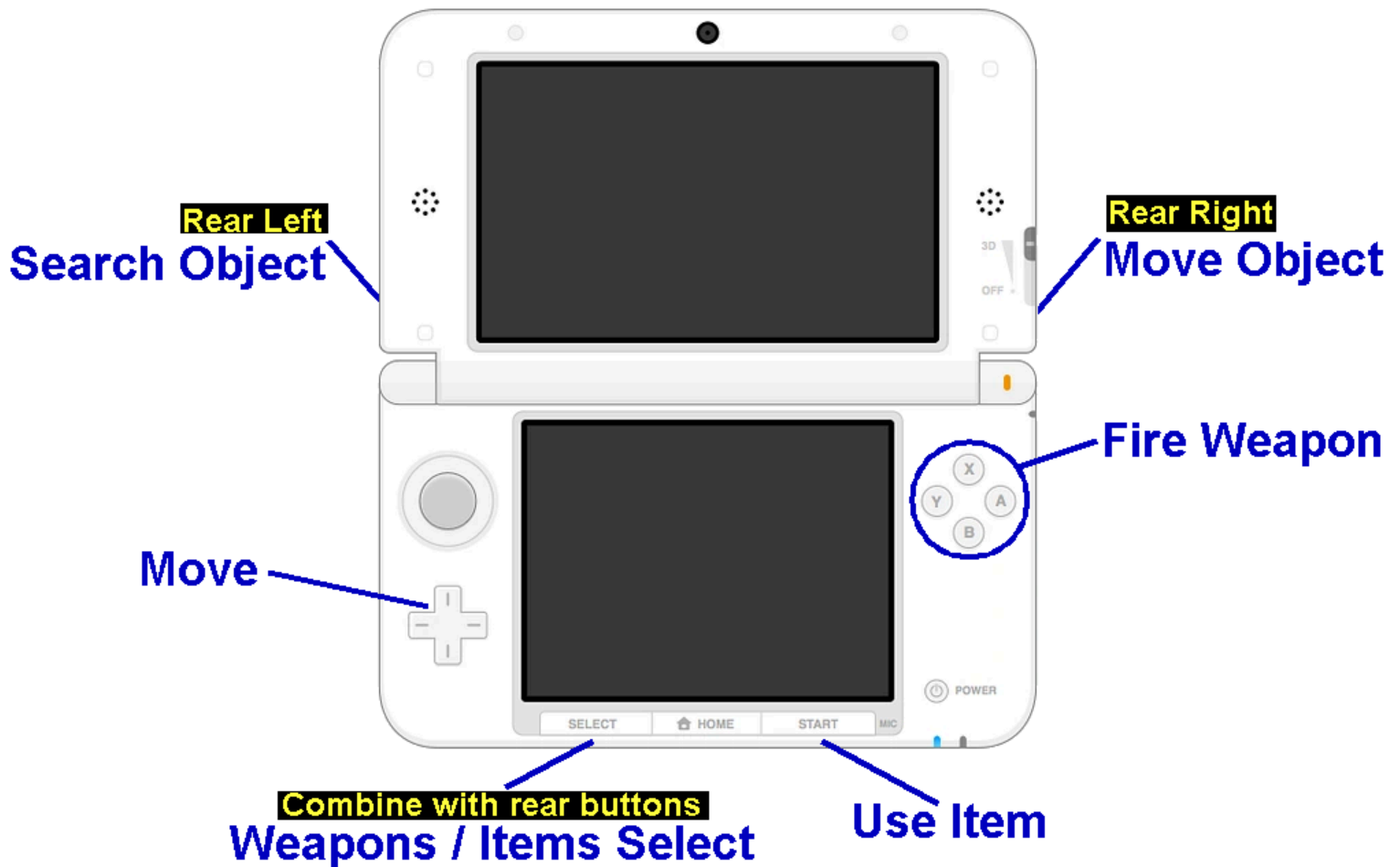


Attack of the Petscii Robots For Nintendo 3DS



This manual is very short and is specifically for items related to running the game on the Nintendo 3DS. If you have questions about the actual gameplay, there is an additional manual included in the download for the Amiga, which you can use for information on that.

Attack of the PETSCII Robots 3DS

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About

- petrobots.cpp is the main game logic ported line by line from the 6502 files PETROBOTS.ASM and BACKGROUND_TASKS.ASM
- Platform.h is essentially an interface with platform specific implementation classes
- Various #defines starting with PLATFORM_ can be used to build a variant with different features using the same platform implementation
- To port to a new platform, create a new PlatformXYZ.cpp/h implementation based on the existing ones and instantiate it in main() (petrobots.cpp)

- If the target platform version will only support a certain feature set, feel free to get rid of the unnecessary PLATFORM_#ifdefs manually or using a preprocessor

FAQ

Q:I can't move around and there is no sound?

A:Dump your DSP firmware, and relaunch the game

Building

Install DevkitPro, and use pacman provided by DevkitPro to install libctru, citro3d, and citro2d. Run the SDL2 build script to install the 3DS version of SDL2. Then run the two following commands:

make

make CIA

Install

Add the CIA file onto your SD Card and install it with FBI OR add the 3DSX file to the 3ds folder and run it with the Homebrew Menu

If you are on emulator, drag and drop the 3dsx file or install the CIA, and follow the on-screen prompts if any appear

Requirements

3DS with CFW

Controls

UP/DOWN/LEFT/RIGHT move

A/B/X/Y fire

L search

R move

START / TOUCH use item

SELECT+L / TOUCH cycle item

SELECT+R / TOUCH cycle weapon

TOUCH toggle live map robots

SELECT / TOUCH +A pause

SELECT / TOUCH +B toggle music

Holding Touch Screen also makes it act as the select button

SELECT + START + L + R swaps between PET mode and Hi-res mode