



# JANUARY 2008 NEWSLETTER

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# Voice of the PPL



## [Editorial/ Happy New Year!!!](#)

Welcome to a New Year and a new newsletter.

We hope you have had a good holiday and are charged up and ready for a new year of PPL programming.

What will the new year bring?

With the release of V1.42 on December 25th you have had some time to play around with it and discover any niggles and bugs that may have been overlooked.

Don't forget to post these in the forums so that we know what needs fixing.

Hopefully some of you will have had new Windows powered smart phones and PDAs as presents and will be developing your own software from now on.

If you have made something good don't forget to share it. Upload a demo or a link to a YouTube video of your stuff running on your mobile or PC for us all to savour and admire.

The more we develop, the more we get to know about the workings of PPL and mobile devices the more we can share and the more people benefit.

Have a great 2008 and enjoy this edition of the newsletter and many happy hours of PPL coding.

Thank you

The Arianesoft Team



### Whats' new in the land of PPL

Congratulations must go to Alain we have surpassed the 800 user mark. While I am writing this page, we have 846 registered users. - That's another 22 users since I first drafted this issue before Christmas.

This is a phenomenal number when you consider PPL is a non Microsoft product.

Fingers crossed that we can pass the 1000 mark real soon.

Andrew Beery has issued the final release candidate version of Serene Screen into the wild so expect a review of that next issue.

I am drafting out some ideas at the moment for a manual or book based on PPL and creating games and applications with it. At this stage it is still just an idea, but I have plenty of reference material to fall back on from arcade games to trading games to Form based applications and databases etc. Keep an eye out for updates on this project and if you have any suggestions on content that you would like to be covered, drop me a line and I will see what I can do. Writing a book is a big undertaking so its' gonna take a long while to complete, but be patient and you might see something wonderful.

There has not been much activity in the MADE WITH PPL forums recently and I know that I am somewhat to blame for that - I have been waiting for the 1.41 update so I can get to grips with the Game Level Editor so because of this I have not been my usual busy self and adding snippets to the forum.

Please, please, please upload some of your stuff, however small it may seem, it will be useful to someone.

We all need to be inspired to produce inspiring work.

See ya' all next month.

Mike.



[For the PPL - Tutorial -](#) Optimisation - By Zehlein

Zehlein has very kindly submitted a game of life sample showing 6 stages of optimisation.

Below is a list of speed comparisons and changes made in the optimization process.

Version	Speed/Time	Changes Made
1	9030	Without optimization
2	8250	Pointer Swapping for CopyNextPopToActPop
3	6705	Use padding instead of correcting values
4	5530	Further Optimized ComputeNextGen (_v3) (addressing neighbouring fields)
5a	5250	Replace for loops with while loops (_v4)
5b	3450	different data approach (_v5)
6	2100	Copy the content of ActPop to NextPop via NextPop\$=@ActPop\$

It would not be sensible to list all the code here, so it is included with the accompanying archive - Find it in the forums and check it out.

I hope this gives you an in sight into one users optimisation method, and helps you make your own code quicker and more streamlined.

Many thanks Zehlein for this great work.

**Next month.....**

What some of you have been waiting for ... My Surfaces tutorial in depth and the source code to the STARWARS credits scroller.

Mike.



### Something Interesting

Looks like PDAs and smart phones are gonna give laptops a run for their money real soon.



**January 10, 2008** - Qualcomm took the opportunity to show off their upcoming Snapdragon platform at CES 2008, a platform which will power the next generation of Windows Mobile devices from manufacturers such as HTC and Samsung.

**At the core of Snapdragon is a new ARM-based dual core mobile processor running at clock speeds up to 1GHz.** The platform also allows for HSDPA and EV-DO 3G connectivity, Wi-Fi, Bluetooth, digital camera processing up to 12 mega pixels, GPS, HD video decoding and more.

The Qualcomm QSD8250 chipset offers downlink HSDPA connectivity up to 7.2Mbps with backward compatibility for slower connections. The QSD8650 offers connectivity with the same GSM/GPRS/EDGE/HSDPA networks as the QSD8250, as well as CDMA EV-DO Rev. B.

Looks like smart phones and PDAs are only gonna get faster. - I sure hope that they have some ultra long lasting batteries to go with them!

*Games written in PPL should benefit from the faster CPU speeds and the increase in storage capacity that these new devices will offer. (SDHC etc)*

Unfortunately, this was the only interesting bit of news worth sharing this month. I always thought January was the month of hardware and software releases! Oh well - fingers crossed there is something more interesting to report on next issue.

Mike.



## What IS in development

This month I thought I would give an overview of what is currently in development using PPL. Below is a (Very Short) list of games and applications that are soon to be released, with links to demos where available.

Enjoy

[Mike]

Richard Wainer has in interesting game in development.

ANEG - Ancient Near East Games is a strategy game where you can lead an army into battle vanquishing weaker foes and conquering enemy cities to appropriate their resources to help build and preserve an empire.

Judging by the screen shots this is a highly detailed game.



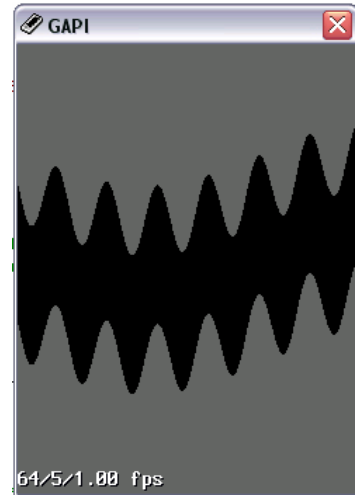
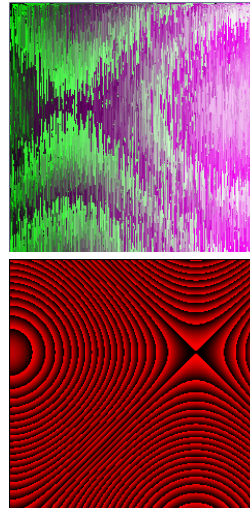
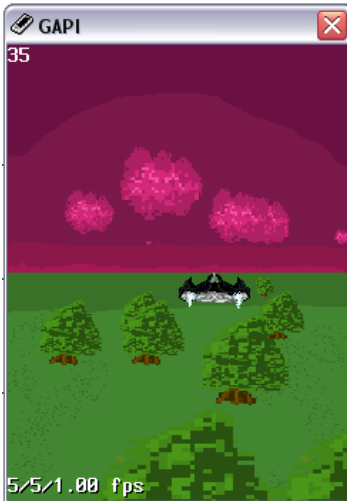
Richard informs me that in a few weeks time, he will be uploading the MAP navigation code to the forum for us all to share.

You can find out more about this game and Richard's other creations at;

[http://www.wainer-online.com/tsi/ppl\\_game2.html](http://www.wainer-online.com/tsi/ppl_game2.html)



NickNack has supplied some screens for your edification. A scrolling shooter, a game of life and some graphic/surface tests. (Hopefully these will be released to the forum soon) ... Enjoy ...



Keep up the good work, and PLEASE PLEASE PLEASE release some code or demos for us to look at!





### [See Ya' Next Month](#)

Well that's it for another month. Not bad eh? Considering Christmas/New Year and all that.

We hope you found this months entries useful and insightful.

Next Month...

A review of SereneScene phone application by our very own Andrew Beery and hopefully some links to some more PPL creations.

Also next months tutorial will be the long awaited Surfaces tutorial and source code to my StarWars scroller demo.

Keep an eager eye out for it.

Thanks again for sticking with us and PPL and take care until next month!

The ArianeSoft Team.