

**JSW2Install**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> JSW2Install		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>JSW2Install</b>	<b>1</b>
1.1	JSW2Install - Main index	1
1.2	JSW2Install - Description	1
1.3	JSW2Install - Usage notes	1
1.4	JSW2Install - Installing	2
1.5	JSW2Install - Configuring	2
1.6	JSW2Install - Configuring with tooltips	2
1.7	JSW2Install - Configuring with shell parameters	3
1.8	JSW2Install - Configuring with the user interface	3
1.9	JSW2Install - NOGUI option	3
1.10	JSW2Install - INF_LIVES option	3
1.11	JSW2Install - INVULNERABLE option	4
1.12	JSW2Install - GLASSES option	4
1.13	JSW2Install - USESAVE option	4
1.14	JSW2Install - Playing	4
1.15	JSW2Install - Playing from Workbench	4
1.16	JSW2Install - Playing from Shell	4
1.17	JSW2Install - In-game options	5
1.18	JSW2Install - Trouble shooting	5
1.19	JSW2Install - Known problems	5
1.20	JSW2Install - History	5
1.21	JSW2Install - Future developments	5
1.22	JSW2Install - Price and distributability	6
1.23	JSW2Install - Author information	6
1.24	JSW2Install - Acknowledgements	6

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# Chapter 1

## JSW2Install

### 1.1 JSW2Install - Main index

JSW2Install - Jet Set Willy II HD Installation Package

(c) 1997-1998 John Girvin

Version 2.00

For your own sake, please read the [usage notes](#) before attempting to use this package. There are some important points you may miss or get wrong if you don't!

[Table of Contents](#)

[Description](#) [Price and Distributability](#) [Usage notes](#) **IMPORTANT!**

[Installing](#) [Configuring](#) [Playing](#)

[Troubleshooting](#) [Known problems](#)

[Author information](#) [Project history](#) [Future plans](#) [Acknowledgements](#)

### 1.2 JSW2Install - Description

This is version 2.00 of a hard drive installation package for the Software Projects game "Jet Set Willy 2", allowing you to run the game from your hard drive instead of floppy.

It includes options for infinite lives, invulnerability and selectable number of glasses to be collected and also allows you to load and save the game position at any time.

### 1.3 JSW2Install - Usage notes

JSW2Install is provided "as is" and is used at your own risk.

The author is not liable for any loss or damage caused by the use or misuse of this program. It almost certainly *\*wont\** destroy your Amiga, but if it does (or does anything else untoward) then I cannot be held responsible.

You should completely delete any existing v1.00 installation before attempting to install this version.

Requires version 43.3 or later of the "Installer" program. This is available for free download from Aminet in the "util/misc" subdirectory: [ftp://wuarchive.wustl.edu/pub/aminet/util/misc/Installer-43\\_3.lha](ftp://wuarchive.wustl.edu/pub/aminet/util/misc/Installer-43_3.lha)

Requires approximately 1Mb of free space on your hard drive. Please do not attempt installation if you have less than this amount free on the partition you intend to install Jet Set Willy II on.

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Requires version 0.608 or later of the WHDLoad package by Bert Jahn. v0.608 is included in this archive and will be installed along with the game when you use the installer.

You will require an original copy of the Jet Set Willy II game disk! This installer is unlikely to work with any pirate versions of the game, nor will I ever modify it to do so.

Do not attempt to crunch or pack the game files (the files found in the "data" subdirectory) or the JSWHD slave program. The WHDLoad program may be packed like any normal program.

After installation is complete, you may delete the directory produced by extracting this archive ("JSW2Install"). All files required for running the game will be found in the directory created during installation.

## 1.4 JSW2Install - Installing

Have you read the [usage notes](#) yet?

Extract all files in the archive to your system. They will be extracted to a drawer called "JSW2Install"

Open the newly created "JSW2Install" drawer and double click on the "Install\_JSW2" icon found there.

Follow the instructions given to you by the Installer program!

When running the installer it is advisable to disable any virus checking software you may have running. The original game disk uses a non-standard bootblock which will most likely cause your virus checker to complain and this could interfere with the installation process. It is not necessary to disable such programs before playing the game once it is installed.

During the installation process, multitasking must be disabled temporarily while the game data is copied from the floppy to your hard disk. For this period you will not be able to do anything else with your Amiga. DON'T PANIC - its normal.

If it seems that the installation process has hung while the game data is being copied from floppy, reset your Amiga and try running the installer again. This is a problem with the original game's disk access code which may be addressed in a [future release](#) of this package.

The game will be installed to a directory you select on your hard drive. You will be alerted [if installation fails](#) for any reason.

## 1.5 JSW2Install - Configuring

Various aspects of the Jet Set Willy II game can be changed by the following methods:

[...by tooltypes](#) [...by shell parameters](#) [...with the user interface](#)

## 1.6 JSW2Install - Configuring with tooltypes

The "Jet\_Set\_Willy\_II" program icon has a number of tooltypes which may be modified to change the set of options that are activated by default.

Specifying a tooltype will activate the corresponding option by default; omitting a tooltype will deactivate the option by default.

Note that the settings specified by the tooltypes are merely defaults and may be overridden by options chosen in the [user interface](#).

Options:

[NOGUI](#) [INF\\_LIVES](#) [INVULNERABLE](#) [GLASSES](#) [USESARE](#)

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## 1.7 JSW2Install - Configuring with shell parameters

When started from a Shell, the "Jet\_Set\_Willy\_II" program can accept a number of parameters which change the set of options that are activated by default.

Specifying a parameter will activate the corresponding option by default; omitting a parameter will deactivate the option by default.

Note that the settings specified by the parameters are merely defaults and may be overridden by options chosen in the **user interface**.

Options:

**NOGUI INF\_LIVES INVULNERABLE GLASSES USESAVE**

## 1.8 JSW2Install - Configuring with the user interface

The installed game has a user interface which, unless disabled with the **NOGUI** tooltip or parameter, may be used to change the set of options activated during play on a game by game basis.

Initially all user interface options are set to the default values stored in the **program tooltips** or specified by the **command line parameters**. Changes made to settings with the user interface will override the defaults.

The user interface has a number of "checkbox" gadgets which are used to enable and disable different options and a "slider" to **set the number of glasses** that are to be collected.

To activate an option, e.g.: **infinite lives**, you must click on the appropriate gadget. A checkmark (tick) will appear in the box beside any activated option; if the box is empty then the option is inactive and will not affect the game.

The options which may be set by the user interface are as follows:

**INF\_LIVES INVULNERABLE GLASSES USESAVE**

When you have selected the options you wish to use, click the "Play" gadget in the lower left of the window. The game will now load and run if possible.

If you started the game by mistake, or have changed your mind and do not want to play right now then click the "Cancel" gadget in the lower right of the window. The window will close and the game will not be started.

## 1.9 JSW2Install - NOGUI option

NOGUI

Specify this tooltip or parameter to disable the user interface link `cfg_gui`. If the interface is disabled then the game will run with the default options specified in the other tooltips or parameters.

If NOGUI is not specified then the user interface will appear.

## 1.10 JSW2Install - INF\_LIVES option

INF\_LIVES

Activate this option to enable an infinite lives cheat during play.

When this cheat is enabled, you can still be killed but the number of remaining lives will not be reduced. Note that, due to the nature of the Jet Set Willy II game, it is possible to get stuck in an "infinite loop" when this cheat is active where you keep getting killed only to reappear in a fatal position again.

If the INF\_LIVES option is not activated the infinite lives cheat defaults to being disabled during play.

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## 1.11 JSW2Install - INVULNERABLE option

### INVULNERABLE

Activate this option to enable an invulnerability cheat during play.

When this cheat is enabled, you cannot be killed by anything in the game. Note that, due to the nature of the Jet Set Willy II game, it is possible to get stuck in and be unable to get out of a position that would normally be fatal.

If the INVULNERABLE option is not active the invulnerability cheat defaults to being disabled during play.

## 1.12 JSW2Install - GLASSES option

### GLASSES=<value>

Set this option to specify the number of glasses that Willy has to collect before Maria will allow him to go to bed. <value> should be a number between 0 and 162.

If the GLASSES option is not specified or is set to a value outside the allowed range then the game will begin, as normal, with 162 glasses left to collect.

See also the **USESAVE** option for further information.

## 1.13 JSW2Install - USESAVE option

### USESAVE

Activate this option to start your game at the position last saved to disk.

If the USESAVE option is not activated or if no saved position exists on disk, you will start at the normal position.

NB: There is an interaction between the **GLASSES** and **USESAVE** options when used together since they can both modify the number of glasses that are to be collected in order to finish the game. **GLASSES** modifies it directly while **USESAVE** forces the installer to set the number from the saved game information. In all cases the least number of glasses will be used as the actual number to be collected.

For example: if the **GLASSES** option specifies 100 glasses to be collected but a saved game exists with 50 glasses left to collect, the number left to collect when the game starts will be set to 50.

## 1.14 JSW2Install - Playing

From Workbench From Shell In-game options

## 1.15 JSW2Install - Playing from Workbench

Open the "Jet\_Set\_Willy\_II" drawer created during installation and click on the "Jet\_Set\_Willy\_II" icon.

If you have not set the **NOGUI** tooltype in the program's icon, the **user interface** will now appear.

If you have set this tooltype, the user interface will not appear and the game will immediately run with the default options set in the **icon tooltypes**.

## 1.16 JSW2Install - Playing from Shell

"CD" (change directory) to the "Jet\_Set\_Willy\_II" drawer created during installation.

Run the "Jet\_Set\_Willy\_II" program with the required **parameters**.

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## 1.17 JSW2Install - In-game options

When the game is running, the following keys may be used:

S = save game position to disk L = load game from saved position if available F9 = quit and make a coredump (for debugging only) F10 = quit the game and return to Workbench.

DO NOT PRESS "L" OR "S" EXCEPT IN THE MAIN GAME!

## 1.18 JSW2Install - Trouble shooting

Please read the [usage notes](#) and [known problems](#) sections of this document if you have not done so already. They contain important information which may help resolve your problem.

If you are using a pirate copy of the game, stop reading now. I will make no fixes for pirate copies the game. Don't even ask.

If you are going to send a bug report (email preferred) please include at least the following information: - version of the game (eg. 1 MB English Version ECS), number of disks etc.

- configuration of your machine including type of Amiga, CPU, CPU speed, amount of chip and fast memory, gfx chipset (OCS/ECS/AGA), special hardware, kickstart version
- description of what happens eg: error while installing, error while starting, gfx errors, keyboard hangs, game crashes on level 15 etc. It helps if you describe exactly when the error happens and if it happens all the time or just intermittently.

## 1.19 JSW2Install - Known problems

- the positions of "enemies" are not saved when you save your game position and are reset to their initial positions when you reload the saved game. You should therefore ensure that Willy is in a safe location out of the paths of any nearby enemies before saving the game, or else one may appear right on top of him when the game is reloaded!
- there are numerous points throughout the game where you can get permanently stuck if the infinite lives or invulnerability cheats are activated because Willy cannot die and get set back to a safe position. Be very careful when using these cheats! Save often.
- the installer is written in as system friendly a way as possible, but the game is not. Owners of heavily expanded Amigas may have problems running the game, but this is not the fault of JSW2Install and there is little I can do about it :( Try the usual system degrading tricks if you run into difficulties.
- the exit and coredump keys only work in the main game.

## 1.20 JSW2Install - History

1.00 First version, basic HD install. Released to Aminet in September 1997.

2.00 Added trainers, load/save options and GUI. Released to Aminet in February 1998.

## 1.21 JSW2Install - Future developments

- rewrite the trackloader to remove self modifying code that could break on higher CPUs.
- option to let you position Willy using the cursor keys during the game to get out of situations where he gets stuck due to being immortal(!). Might not be possible, so no promises.

## 1.22 JSW2Install - Price and distributability

One email message - JSW2Install is emailware. If you use it then let me know!

I'd also appreciate a postcard of your home town, especially if you live outside of the UK! This isn't required, but it would be nice.

Cash donations, gifts etc. are also appreciated; these tend to also buy you faster and more positive responses to help and change requests...

(c) 1997-1998 John Girvin. No modifications may be made to either the program or its accompanying files/documentation without my explicit prior consent.

Freely Distributable, provided all files are included unchanged in any distribution and no more than minimal handling/media costs are charged.

## 1.23 JSW2Install - Author information

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## 1.24 JSW2Install - Acknowledgements

"Jet Set Willy II" is (c) 1992 Software Projects.

WHDLload is (c) Bert Jahn. Bert's homepage, with the latest version of WHDLload plus installers for many games and demos can be found at: <http://www.fh-zwickau.de/~jah/whdload.html>

Thanks to Luke Osbaldeston for lending me the original Jet Set Willy II disk, and for hassling me into doing the installer and trainers!

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