

**Z2Install**

**COLLABORATORS**

	<i>TITLE :</i> Z2Install		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Z2Install

### 1.1 Z2Install - Main index

Z2Install v3.02

Hard drive installation and trainer package for Zeewolf 2

(c)1996-99 John Girvin/Halibut Software

Description  
Licence and Distributability   IMPORTANT!  
  
Requirements                    IMPORTANT!  
Usage notes                     IMPORTANT!  
Shareware information  
  
Installing  
Options  
Playing  
  
Troubleshooting  
Known problems  
  
Author information  
Project history  
Future plans  
Acknowledgements

Z2Install is SHAREWARE

If you have not already done so, please consider registering!

### 1.2 Z2Install - Licence and Distributability

Z2INSTALL LEGAL INFORMATION

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These are the licence and distribution conditions for Z2Install.

Using the package implies that you agree with and submit to these conditions. If you do not agree with the conditions laid out below you are not permitted to use Z2Install and must delete all files in your possession related to it NOW!

#### Z2INSTALL LICENCE CONDITIONS

Z2INSTALL IS PROVIDED "AS IS" AND IS USED AT YOUR OWN RISK

NO GUARANTEE EITHER EXPRESS OR IMPLIED IS GIVEN,  
NOR SHOULD ANY BE INFERRED

The author cannot be held liable for any loss or damage caused by the use or misuse of this package

You are permitted to try the unregistered version of Z2Install for a period of 30 days. After this period you must either register to obtain the full version of the package or delete any installation of Zeewolf 2 created with Z2Install.

#### Z2INSTALL DISTRIBUTION CONDITIONS

Z2Install is (c) 1996-1999 John Girvin/Halibut Software

The unregistered version of the package is freely distributable, provided that all files that are part of the package are included unchanged in any distribution and no more than minimal handling or media costs are charged.

The registered version of the package may not be distributed in any way except by the author or his appointed agents. It is for the sole use of the person or persons in who's name the original registration is in. Registrations cannot be transferred to other individuals or groups.

Each registered package is personalised and the identity of the original owner may be traced if an infringing copy is found. In this case any registrations of this package and any other Halibut Software packages in the name of the offending parties will be cancelled and no further registrations will be accepted.

There are NO EXCEPTIONS to this rule.

Its in your own interest to keep your registered copy secure!

## 1.3 Z2Install - Description

#### Z2INSTALL DESCRIPTION

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This is a hard drive installation and trainer (cheat) package for the Binary Asylum game "Zeewolf 2: Wild Justice". It allows you to install the game to your Amiga's hard drive and play it from there with no need for the original floppy disk after installation. It includes trainers (cheats) to give the player infinite lives, fuel and ammunition and to start at any mission within the game.

THIS PRODUCT IS SHAREWARE! The unregistered version has a number of restrictions which are not present in the registered version. Please refer to the shareware information section for further details and information on how to obtain the full, registered version of Z2Install.

## 1.4 Z2Install - Requirements

### Z2INSTALL REQUIREMENTS

- \* Requires version 43.3 or later of the "Installer" program (or compatible). Installer v43.3 is available for free download from Aminet:

[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 version 10.2 or later of the WHDLoad package by Bert Jahn. WHDLoad must be installed prior to starting Z2Install. The latest WHDLoad package and more installers for many other games and demos may be obtained from the WHDLoad support web page at:

<http://www.fh-zwickau.de/~jah/whdload.html>

- \* Requires approximately 900K 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 Zeewolf on.
- \* Requires an original (non pirate) game disk!  
This installer is unlikely to work with any pirate versions of the game, nor will I ever modify it to do so.

## 1.5 Z2Install - Usage Notes

### Z2INSTALL USAGE NOTES

- \* 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.
- \* It is not possible to upgrade an installation of Zeewolf 2 made with a

version of Z2Install prior to v3.00. You should delete the earlier installation and reinstall Zeewolf from scratch using the latest version of Z2Install.

- \* Do not attempt to crunch or pack the game files (the files found in the "data" subdirectory) or the "Zeewolf\_HD" or "ZHD" programs.
- \* After installation is complete, you may delete the directory produced by extracting this archive ("Z2Install"). All files required for running the game will be found in the directory created during installation.

## 1.6 Z2Install - Installing

INSTALLING ZEEWOLF 2 WITH Z2INSTALL

Please read the licence, requirements and usage notes sections first!

Installing the unregistered version  
Installing the registered version

## 1.7 Z2Install - Unregistered installation

INSTALLING ZEEWOLF 2 WITH THE EVALUATION VERSION OF Z2INSTALL

1. Extract all files in the archive to your system. They will be extracted to a drawer called "dist"
2. Open the newly created drawer and double click the "Install\_Zeewolf\_2" icon located there.
3. Follow the instructions given to you by the Installer program!

The game will be installed to a directory you select on your hard drive.

Please refer to the shareware information section for further details on the differences and restrictions of the unregistered version and information on how to obtain the full, registered version of Z2Install.

## 1.8 Z2Install - Registered installation

INSTALLING ZEEWOLF 2 WITH THE FULL VERSION OF Z2INSTALL

Before you install the full, registered version of Z2Install, you must first have an existing installation of Zeewolf created with v3.00 or later of Z2Install (either unregistered or registered). The registered installation process is only an upgrade to an existing installation.

When you have a working installation of Zeewolf 2:

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1. Extract all files in your personal registered upgrade archive. They will be extracted to a drawer called "reg"
2. Open the newly created drawer and double click the "Upgrade" icon located there.
3. Follow the instructions given to you by the Installer program!
  - \* all trainer and trainer-GUI related choices are merely default values and may be changed after installation.
  - \* when asked to insert your game disk, do so and wait for the floppy activity light to go out before clicking the 'Proceed' button.

The game will be installed to a directory you select on your hard drive.

## 1.9 Z2Install - Options

### OPTIONS FOR THE INSTALLED GAME

Z2Install provides a number of options that may be activated or deactivated using a GUI or, in the registered version only, command line parameters and tooltypes. A number of in-game functions are also available.

### SETTING OPTIONS USING THE GUI

The Z2Install GUI allows you to select the options you wish to have activated during the game. Note that in the unregistered version, most of these will be disabled.

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.

To select a starting level, slide the gadget knob left or right until the starting mission you require is show above. Note that in the unregistered version, the available starting positions are restricted.

When you have selected the options and starting mission you require, click the "Play" button in the lower left of the window. The game will now load and run if possible.

If you started Zeewolf 2 by mistake, or have changed your mind and do not want to play the game right now then click the "Cancel" gadget in the lower right of the window.

### SETTING OPTIONS USING COMMAND LINE PARAMETERS

This function is available in the registered version only. Please refer to the shareware information section for further details on the differences and restrictions of the unregistered version and information on how to obtain the full, registered version of Z2Install.

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The registered version of the program "Zeewolf\_2\_HD" supports a number of command line parameters that allow you to specify the default options you require:

"NOGUI"

Specify this parameter to disable the trainer GUI. If the GUI is disabled then the game will run with the options specified in the other parameters.

If the NOGUI parameter is not present then the trainer GUI will appear.

"INF\_LIVES"

"INF\_ARMOR"

"INF\_FUEL"

"INF\_CANNON"

"INF\_AAM"

"INF\_ROCKET"

Specify any combination of these parameters to set the default state of the corresponding option. For example, if you specify the "INF\_LIVES" and "INF\_FUEL" parameters then the infinite lives and infinite fuel options will default to being activated.

If any of the above parameters are not present, then the corresponding option will default to being inactive.

"START\_MISSION=<value>"

Specify this parameter and a mission number to set the mission that you will begin playing at. <value> should be a number between 1 and 32.

If the START\_MISSION parameter is not present then you will begin, as normal, on mission 1.

To re-access mission 1 within the game, enter the "start" password.

#### SETTING OPTIONS USING TOOLTYPES

This function is available in the registered version only. Please refer to the shareware information section for further details on the differences and restrictions of the unregistered version and information on how to obtain the full, registered version of Z2Install.

The registered version of the program "Zeewolf\_2\_HD" supports a number of tooltypes that allow you to specify the default options you require. Refer to your operating system documentation for details of how to set and edit icon tooltype values.

Note that if the "Zeewolf\_2\_HD" program is started from shell then the options specified by its tooltypes are ignored and the shell parameters are used instead.

"NOGUI"

Specify this tooltype to disable the trainer GUI. If the GUI is disabled

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then the game will run with the options specified in the other tooltypes.

If the NOGUI tooltype is not present then the trainer GUI will appear.

```
"INF_LIVES"  
"INF_ARMOR"  
"INF_FUEL"  
"INF_CANNON"  
"INF_AAM"  
"INF_ROCKET"
```

Specify any combination of these tooltypes to set the default state of the corresponding options. For example, if you specify the "INF\_LIVES" and "INF\_FUEL" tooltypes then the infinite lives and infinite fuel options will default to being activated.

If any of the above parameters are not present, then the corresponding option will default to being inactive.

```
"START_MISSION=<value>"
```

Specify this tooltype and a mission number to set the mission that you will begin playing at. <value> should be a number between 1 and 32.

If the START\_MISSION tooltype is not present then you will begin, as normal, on mission 1.

To re-access mission 1 within the game, enter the "start" password.

#### IN-GAME OPTIONS

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

```
F10 = quit the game and return to the trainer GUI  
      If the "NOGUI" option was specified the trainer GUI  
      will exit immediately after the game is exited.
```

## 1.10 Z2Install - Playing

### STARTING THE INSTALLED GAME

From Workbench, open the drawer created during installation and double click on the "Zeewolf\_2\_HD" icon found within it. From a shell or shell script, execute the "Zeewolf\_2\_HD" program. Do not try to start the "Z2HD" WHDLoad slave directly as it will most likely crash!

If you are using the registered version of Z2Install and have specified the "NOGUI" option, the game will now start using the default options specified in the other parameters or tooltypes.

If you are using the unregistered version or have not specified the "NOGUI" option on the registered version, the trainer GUI will appear instead. You may now use the GUI to modify the options you wish to have active during the

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game.

## 1.11 Z2Install - Troubleshooting

### Z2INSTALL TROUBLESHOOTING

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 quickly.

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.

Earlier (pre v3.00), non-shareware versions of Z2Install are no longer supported.

If you are going to send a bug report 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 now and again.

All bug reports should be sent to the author.

## 1.12 Z2Install - Known Problems

### Z2INSTALL V3.02 KNOWN PROBLEMS

- none!

Please contact me if you experience problems with Z2Install.

## 1.13 Z2Install - History

### Z2INSTALL PROJECT HISTORY

- 0.90 08/96
  - first version
  - released to Aminet
- 0.91 08/96
  - internal version, not released

- 0.92 09/96
    - added cheat menu
    - made crashing less likely by allocating disk image memory at a high address. Not guaranteed to work, but increases the odds a lot :)
    - released to Aminet
  
  - 1.02 11/96
    - bug fixed in Z2Boot - would free memory twice if loading failed
    - completed the game from hard drive!
    - manual installation (The Hard Way) no longer supported
    - added ability to install or not install the cheat menu
    - version number moved in line with ZInstall
    - released to Aminet
  
  - 1.03 12/96
    - internal version, not released
  
  - 1.04 02/97
    - added trainer to select start level
    - added infinite armor trainer
    - trainer GUI now uses GadTools gadgets
    - added ability to store a default configuration in icon tooltypes
    - can now disable/enable GUI with tooltypes
    - internal version, not released
  
  - 1.05 03/97
    - fixed stupid bug in GUI that would cause a crash sometimes
    - released to Aminet
  
  - 1.06 03/97
    - internal version, not released
  
  - 1.07 03/97
    - rewrote GUI to avoid bugs in the Blitz2 compiler >:(
    - released to Aminet
  
  - 2.00 ??/97
    - rewrote GUI in SAS/C to make it font sensitive
  
  - 2.01 ??/97
    - disable instruction and data cache for 040/060 machines.
    - rewrote most of the GUI code in assembler to make it smaller, recompiled the rest with SAS/C 6.58
  
  - 3.00 07/99
    - Z2INSTALL IS NOW SHAREWARE !
    - rewrote as a WHDLoad slave to give "Quit" option
    - rewrote documentation in AmigaGuide format
  
  - 3.01 07/99
    - added patch for blitter wait function
    - added patch for self modifying code (caused crashes on 040/060)
    - enable caches and CPU features for maximum speed
  
  - 3.02 10/99
-

- better game version check during installation

## 1.14 Z2Install - Future Developments

### FUTURE DEVELOPMENTS

- \* "Speed Control" to slow down game on fast processors
- \* MUI GUI? Anyone interested?

Any other suggestions? Tell me!

## 1.15 Z2Install - Shareware Information

### Z2INSTALL SHAREWARE INFORMATION

Z2Install v3.00 and later is released under the "shareware" scheme. This means that two versions of the package are available:

1. a somewhat cut-down but free and publically distributable "unregistered" evaluation version, intended as a trial version to show the capabilities of the package but lacking its more advanced features.
2. a fully featured but non-distributable "registered" full version that must be paid for. This version has none of the restrictions of the unregistered version.

Earlier (pre v3.00), non-shareware versions of Z2Install are no longer supported.

### RESTRICTIONS OF UNREGISTERED VERSION

The unregistered version of the package is restricted in the following manner:

- \* Only the Infinite Lives and Starting Mission options are available. The Infinite Cannon, Infinite Rockets, Infinite AAMs, Infinite Fuel and Invulnerability options are not implemented in the unregistered version.
- \* The Starting Mission trainer is restricted to levels 1-16. In the registered version the range is levels 1-32.
- \* Specifying default trainer configuration with command line parameters is not implemented in the unregistered version.
- \* Saving default trainer configuration in the icon tooltypes is not implemented in the unregistered version.

### BENEFITS OF REGISTERING

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By paying the small amount to register this package you are helping an Amiga developer and encouraging the creation of future products! Thanks!

The benefits of registering this product are receiving free updates before they are generally available and the removal of all the restrictions of the ↔ unregistered version detailed above. Bug or problem reports from registered users will also receive priority treatment.

#### HOW TO OBTAIN THE FULL REGISTERED VERSION

The price to obtain a personalised, unrestricted, registered copy of Z2Install through e-mail is five Pounds Sterling (UK currency). The price to receive your copy by other means must be negotiated with the author.

The preferred payment method is cash. A UK postal order or cheque drawn on a UK ↔ bank are also acceptable. Other major currencies are accepted, but you must add 10% to ↔ the converted price to cover bank currency conversion commission.

The registration payment is a one-off. No further payment is required for subsequent product updates.

To make your payment and arrange registration, please contact the author.

Finally, thanks again for supporting Amiga shareware developers!

## 1.16 Z2Install - Author Information

#### Z2INSTALL AUTHOR INFORMATION

Name: John Girvin  
E-Mail: girv@girvnet.freemove.co.uk  
PGP5.0 public key available  
WWW: <http://www.girvnet.freemove.co.uk>  
Latest version always available from here!

## 1.17 Z2Install - Acknowledgements

#### Z2INSTALL ACKNOWLEDGEMENTS

\* "Zeewolf 2" is (c) 1995 Binary Asylum.  
Piracy is theft. If you like the game then buy it  
(and run it from your hard drive with Z2Install) !

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- \* v2.00- GUI written in Blitz Basic v2.10.  
Blitz Basic is (c) Acid Software
  
  - \* v2.00+ GUI uses gadget layout code developed from sources supplied by Hans Guijt, as used in his fMSX-Amiga project (Amiga MSX Emulator).
  
  - \* WHDLoad is (c) Bert Jahn.  
The WHDLoad support web page with the latest version of WHDLoad plus installers for many games and demos can be found at:  
  
<http://www.fh-zwickau.de/~jah/whdload.html>
  
  - \* Z2Install uses WDelta (c) Bert Jahn  
WDelta is available from Aminet
  
  - \* Musical support provided by DJ Adz  
<http://www.adznet.freemove.co.uk/>
-