ZInstall

COLLABORATORS			
	TITLE : ZInstall		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 22, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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                    ZInstall  v3.03
Hard drive installation and trainer package for Zeewolf

        (c)1996-99 John Girvin/Halibut Software



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                    ZInstall is SHAREWARE
If you have not already done so, please consider registering!
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1.2 ZInstall - Licence and Distributability

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ZINSTALL LEGAL INFORMATION
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These are the licence and distribution conditions for ZInstall.

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 ZInstall and must delete all files
in your possession related to it NOW!

ZINSTALL LICENCE CONDITIONS

    ZINSTALL 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 ZInstall 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
created with ZInstall.

ZINSTALL DISTRIBUTION CONDITIONS

ZInstall 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 ZInstall - Description

ZINSTALL DESCRIPTION

This is a hard drive installation and trainer (cheat) package for the
Binary Asylum game "Zeewolf". 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 a
selection of different points in the game.

Two versions of the installer are provided – a "big" version that requires
at least 4Mb of memory to use but allows the game to run faster and a
"small" version that requires less memory but the game will run more
slowly.

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 ZInstall.

1.4   ZInstall - Requirements

ZINSTALL 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

* Requires version 10.x or later of the WHDLoad package by Bert Jahn.
  WHDLoad must be installed prior to starting ZInstall. 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 approximately 2Mb of free memory to run the "small" version,
  and 4Mb of memory to run the "big" version.

* 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   ZInstall - Usage Notes

ZINSTALL 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 interefere 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 made with an
  earlier version of ZInstall. You should delete the earlier installation
  and reinstall Zeewolf from scratch using the latest version of ZInstall.

* 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 ("ZInstall"). All files required for running
  the game will be found in the directory created during installation.

1.6   ZInstall - Installing

INSTALLING ZEEWOLF WITH ZINSTALL

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

        Installing the unregistered version
        Installing the registered version

1.7   ZInstall - Unregistered installation

INSTALLING ZEEWOLF WITH THE EVALUATION VERSION OF ZINSTALL

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"
   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 ZInstall.

1.8   ZInstall - Registered installation

INSTALLING ZEEWOLF WITH THE FULL VERSION OF ZINSTALL

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

When you have a previous working installation of Zeewolf:

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 ZInstall - Options

OPTIONS FOR THE INSTALLED GAME

ZInstall 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 ZInstall GUI allows you to select the options you wish to have actived
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, choose it from the cycle gadget below the option
gadgets. The selected starting mission is displayed in the body of the cycle
gagdet and indicates the mission you will begin playing at. Note that in the
unregistered version, the list of available starting positions is reduced.

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 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 ZInstall.

The registered version of the program "Zeewolf_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 one of 1,5,9,13,17,21,25 or 29. If <value> is not in this list then a valid mission close to it will be automatically chosen instead.

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 ZInstall.

The registered version of the program "Zeewolf_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_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 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 one of 1,5,9,13,17,21,25 or 29. If <value> is not in this list then a valid mission close to it will be automatically chosen instead.

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 ZInstall - Playing

STARTING THE INSTALLED GAME

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

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

1.11   ZInstall - Troubleshooting

ZINSTALL 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 ZInstall 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   ZInstall - Known Problems

ZINSTALL V3.03 KNOWN PROBLEMS

- NONE!

Please contact me if you experience problems with ZInstall.

1.13 ZInstall - History

ZINSTALL PROJECT HISTORY

```
    0.90  10/96
          - first version

    1.00  11/96
          - handles 2 different Zeewolf versions
          - bug fixed in ZBoot - would free memory twice if loading failed
          - completed the game from hard drive
          - manual installation (The Hard Way) no longer supported

    1.01  11/96
          - internal version

    1.02  11/96
          - added ability to install or not install the trainer menu

    1.03  11/96
          - added trainer to select start level
          - trainer GUI now uses GadTools gadgets

    1.04  12/96
          - added ability to store a default configuration in icon tooltypes
          - added infinite armor trainer
          - better Starting Mission trainer - no need to enter password now
          - can now disable/enable GUI with tooltypes
          - revamped GUI

    1.05  02/97
          - added support for yet another version of Zeewolf!

    1.06  03/97
          - fixed a STUPID bug in the GUI that would cause a crash sometimes
            (closing a window twice)

    1.07  03/97
          - rewrote GUI to avoid bugs in the Blitz compiler >:(

    1.08  03/97
          - fixed bug in the Starting Mission trainer that would crash the
            game if you started from mission 1.

    2.00  05/97
          - rewrote GUI in SAS/C and made it font sensitive

    3.00  07/99
          - ZINSTALL IS NOW SHAREWARE !
          - rewrote as a WHDLoad slave to give "Quit" option
          - rewrote documentation in AmigaGuide format
          - installer now comes in "big" and "small" versions for
            machines with different amounts of memory

    3.01  07/99
          - adapted for WHDLoad 10.2, no more "big" & "small" version
```

```
    3.02  07/99
          - enable caches and CPU features for maximum speed

    3.03  10/99
          - experimental support for 3rd version of game
            (may not work)
```

1.14   ZInstall - Future Developments

FUTURE DEVELOPMENTS

* "Speed Control" to slow down game on fast processors ?

* MUI GUI? Anyone interested?

Any other suggestions? Tell me!

1.15   ZInstall - Shareware Information

ZINSTALL SHAREWARE INFORMATION

ZInstall 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 ZInstall 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 has a restricted selection of missions
  from which to choose. In the unregistered version you may choose to
  start on missions 1, 5, 9 and 13 only. In the registered version your
  choice is extended to missions 1, 5, 9, 13, 17, 21, 25 and 29.

* 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

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 ZInstall 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 ZInstall - Author Information

ZINSTALL AUTHOR INFORMATION

Name: John Girvin

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           PGP5.0 public key available

WWW: http://www.girvnet.freeserve.co.uk
           Latest version always available from here!

1.17 ZInstall - Acknowledgements

ZINSTALL ACKNOWLEDGEMENTS

* "Zeewolf" is (c) 1994 Binary Asylum.
  Piracy is theft. If you like the game then buy it
  (and run it from your hard drive with ZInstall) !

* 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).

* BIG thanks to Chris Coulson for helping me debug and update
  ZInstall for his A4000/060 and different versions of Zeewolf.

* 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

* ZInstall uses WDelta (c) Bert Jahn
  WDelta is available from Aminet

* Hello to Bored Seal who persuaded me to develop v3.00
  of ZInstall!

* Musical support provided by DJ Adz
  http://www.adznet.freeserve.co.uk/