

JWWSInstall

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	<i>TITLE :</i> JWWSInstall		
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WRITTEN BY		August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

JWWSInstall

1.1 JWWSInstall - Main index

JWWSInstall - Jimmy White's Whirlwind Snooker HD Installation Package

(c) 1998-99 John Girvin/Halibut Software

Version 1.05

Please read the usage notes before attempting to use this package!

JWWSInstall is SHAREWARE. Please consider registering!

Description

Usage notes IMPORTANT!

Installing

Playing

Troubleshooting

Known problems

Restrictions

Registration information

Distributability

Author information

Project history

Future plans

Acknowledgements

1.2 JWWSInstall - Description

This is a hard drive installation package for the Archer Maclean/Virgin Games game "Jimmy White's Whirlwind Snooker".

The following versions of the game are supported by this version:

- original version

- Beau Jolly "The Greatest" compilation version
- Hit Squad budget re-release version
- Virgin Games re-release

1.3 JWWSInstall - Usage notes

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

Licence to use this package is dependent on agreeing to this condition.
If you do not agree, you should delete all files from this package now.

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 9.2 [build 2151] or later of the WHDLoad package
by Bert Jahn. v9.2 is included in this archive and will be installed
along with the game when you use the installer.

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.

Do not attempt to crunch or pack the game files (the files found in
the "data" subdirectory) or the JW_Snooker 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 ("JWWSInstall"). All files
required for running the game will be found in the directory
created during installation.

1.4 JWWSInstall - Installing

Usage notes

Installing the game
Installing saved games

1.5 JWWSInstall - Installing the game

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

Open the newly created drawer and double click the "Install_JWWS"
icon located 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 - this is normal.

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

1.6 JWWSInstall - Installing Saved Games

You have the option to install saved game positions and score information during the main game installation process or at a later date.

An installer script will be placed in the directory you choose to install the game in and clicking on its icon will allow you to overwrite any current saved game information held on your hard drive with new information read from a saved game floppy.

ANY EXISTING SAVED GAME DATA WILL BE DESTROYED BY THIS PROCEDURE!

1.7 JWWSInstall - Playing

- From Workbench
- From Shell
- In-game options

1.8 JWWSInstall - Playing from Workbench

Open the "JW_Snooker" drawer created during installation and click on the "JW_Snooker" icon. The game will now load and run.

When you first start the game you will be asked to enter a word from the game manual. You do not have to enter the correct word, simply pressing RETURN at this point is enough.

1.9 JWWSInstall - Playing from Shell

"CD" (change directory) to the "JW_Snooker" drawer created during installation.

The following command will start the game:

```
WHDLoad SLAVE=JW_Snooker
```

When you first start the game you will be asked to enter a word from the game manual. You do not have to enter the correct word, simply pressing RETURN at this point is enough.

1.10 JWWSInstall - In-game options

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

F10 = quit the game and return to Workbench.

1.11 JWWSInstall - 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 now and again.

1.12 JWWSInstall - Known problems

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 JWWSInstall and there is little that can be done about it. Try the usual system degrading tricks if you run into difficulties.

The exit and coredump keys only work in the main game.

1.13 JWWSInstall - History

- 1.00 First release version.
Released to Aminet in January 1998.
- 1.01 Added options to install saved games.
Released to Aminet in January 1998.
- 1.02 Added support for two more game versions.
Released to Aminet in February 1998.
- 1.03 Fixed illegal address access problem in slave.
Released to Aminet in March 1998.
- 1.04 JWWSInstall is now shareware!
Added suport for another game version.
Added ability to upgrade existing installation.
Improved method used to remove disk protection.
Released to Aminet in March 1999.
- 1.05 Fixed stupid mistake that broke all v1.04 slaves.
Improved (again) method used to remove disk protection.
Released to Aminet in April 1999.

1.14 JWWSInstall - Future developments

- Add support for other versions of the game.
- Improve the manual protection patch so the window doesnt even appear (registered versions only).

1.15 JWWSInstall - Restrictions

JWWSInstall is SHAREWARE. Registration information

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

- manual protection is not disabled
- highest breaks and game positions cannot be saved to disk

By registering this package you will receive a personalised version with all the above restrictions removed.

1.16 JWWSInstall - Registration Information

JWWSInstall is SHAREWARE.

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. Bug or problem reports from registered users will also receive priority treatment.

The price to obtain a personalised, unrestricted, registered copy of JWWSInstall through e-mail is five Pounds Sterling. The price to receive your copy on floppy disk sent through the normal mail system is six Pounds Sterling.

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 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 product updates.

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

Finally, thanks again for supporting Amiga shareware developers!

See also distributability.

1.17 JWWSInstall - Distributability

JWWSInstall is SHAREWARE. Registration information

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, it is for the sole use of the person who took out the original registration. Each registered package is personalised and the identity of the original owner may be traced if a pirate copy is found. In this case any registrations of this package and any other Halibut Software packages in the name of the offender will be cancelled and no further registrations will be accepted.

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

1.18 JWWSInstall - Author information

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1.19 JWWSInstall - Acknowledgements

"Jimmy White's Whirlwind Snooker" is (c) Archer Maclean/Virgin Games.

WHDLoad is (c) Bert Jahn.

Bert's homepage, 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>

JWWSInstall uses GPatch 2.6 (c) Ralf Gruner
(ralf.gruner@t-online.de)

Thanks to "Den of Iniquity" for lending me his original disks, drawing a nice NewIcon for the install and for the chats about sci-fi books etc.

Thanks to all those others who lent me their original disks!

Thanks to Mr. Lamer for mailing me the checksum code from Archer Maclean's Pool, which helped deprotecting Jimmy White's Snooker.
