

pab3d documentation

COLLABORATORS

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REVISION HISTORY

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Chapter 1

pab3d documentation

1.1 Patch AB3D v0.1

Patch Alien Breed 3D v1.0

FREWARE

All work done by Mr Tickle/Darkage

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Team17 are great!

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1.2 Requirements

Requirements

To use PatchAB3D, you will need:

- * An Amiga capable of playing AB3D
- * A hard disk with AB3D installed on it
- * Hands

1.3 Introduction

Introduction

Many years ago I bought the classic Team 17 game "Alien Breed 3D". I really

liked this game and played it a lot, using the keyboard. I got quite far but never really finished it.

Since then I've gone on to enjoy other 3d games such as Duke Nukem, adopting the mouse as my controller of choice. Recently I thought I'd have another go at completing AB3D, so I fired it up. I was all ready to go kick some alien butt, when I remembered that you cant use the keyboard and mouse at the same time... D'OH!!!

This annoyed me so much, I disassembled the executable and went about fixing this annoying problem. This was no easy task; the exe took a full 10 minutes to disassemble, resulting in a humungous 6mb source! So, after a 2 days of sifting through the gargantuan mess (and mess it is, I don't wish any disrespect toward Andy Clitheroe, but some of this is really badly coded!!) I put together some patches. Originally I was just going to patch the control system, but I kept spotting more and more things that were worth patching :)

And here is the result!

1.4 Using PAB3D

How to use

Before you can use PAB3D, you need to backup your AB3D executable like this:

```
1.Work:Games/AB3D> copy abd.pk abd.bak
```

Note: It **HAS** to be called abd.bak!! Then we decrunch this backup using the xfddecrunch program supplied with the pab3d archive, like this:

```
1.Work:Games/AB3D> xfddecrunch abd.bak
```

Now copy over the "pab3d" executable to your AB3D directory, and you are ready to use PAB3D from the CLI. You have to specify which patches you want whenever you run PAB3D. These patches are available to you:

ND=NODISKWAIT

Removes the request asking you to insert disk 2 at the beginning, which is pointless if the game is HD installed :)

NP=NOPROT

Removes the codebook protection. PLEASE NOTE that I have **ONLY** included this option for the convenience of LEGITIMATE USERS. I do not condone or encourage the use of this program for piracy. If you want to play AB3D, buy it first.

MK=MOUSEKEY

Allows you to use the mouse to steer and shoot, and the keyboard for everything else. The following limitations apply when this patch is installed:

- * You can no longer move forward/back by moving the mouse
- * You can no longer fire with the keyboard, even in keyboard mode!!!

SP=SAVEPASS

This patch adds two extra options to the main menu, with which you can save the current password to disk, or restore one you saved earlier.

The password is saved in "AB3D1:password.dat".

SK=SAVEKEYS

This patch adds two extra options to the controls menu, with which you can save or load your favourite keyboard setup. If this option is enabled, PAB3D will load in your keyboard settings when you run the game.

Keyboard settings are stored in "AB3D1:control.prefs".

IGK=INGAMEKEYS

This patch adds some more ingame keys. With this patch, you can press:

TAB: Toggle run mode on/off (run key still works)

It also adds the following cheat keys:

- F1: Increase ammo for the pulse rifle (weapon 1)
- F2: Give you the shotgun, and increase its ammo (weapon 2)
- F3: Give you the plasmagun, and increase its ammo (weapon 3)
- F4: Give you the grenade launcher + increase ammo (weapon 4)
- F5: Give you the rocket launcher + increase ammo (weapon 5)
- F6: Increase your health

MS=MOUSESPEED

With this option, you must specify a number from 1-4. This number is how much more sensitive the mouse is when turning. 2 is twice as fast, 3 is three times as fast etc. etc. If you don't specify a number, the patch won't be installed and control will be at normal sensitivity.

So, to start PAB3D with all patches and mouse speed of 2, type:

```
pab3d NODISKWAIT NOPROT MOUSEKEY SAVEPASS SAVEKEYS INGAMEKEYS MOUSESPEED=2
```

or

```
pab3d ND NP MK SP SK IGK MS=2
```

1.5 The Future

Future

Obviously I'll patch anything that catches my eye as i'm looking at the source, but I can't think of all that much more to add. Feel free to send suggestions to me, with the following exceptions:

- * Exit back to OS option

This would require a hell of a lot of work, as AB3D behaves so badly! Its really not feasible.

- * 1x1 pixel mode

No chance

- * Any modifications to the 3D engine

You know, no matter how long you look at the uncommented disassembly of a complex first person perspective 3d engine, it still wont make any sense. While I can figure out menu systems, and control methods, 3D engines are a whole other ball game :)

1.6 Contact Me

Contact Me

Feel free to send suggestions to me, but read this first!

So, send your comments, suggestions and praise to:

lumpbucket@yahoo.com

Thanks!

1.7 Known bugs

Known Bugs

I dont know if its a bug of PAB3D or the original game, but sometimes you have to hit "PLAY GAME" several times on the main menu before a game starts. I dont think its a result of me patching the menu system, but dont report this bug, because I know about it, and its not serious (just keep

pressing it.. :)

The game can occasionally freeze up. Once again I'm not entirely convinced this is the fault of the patch, or what I can do about it. The fault is only intermittent and isn't too much of a problem.

1.8 Using the GUI

Using the GUI

PatchAB3D is designed to be used from the CLI. I have written a GUI which basically runs the CLI program for you.

Before you can use the GUI, you have to first prepare your Alien Breed 3D executable, as described under Usage.

Now, in addition to copying over pab3d to your AB3D directory, you should also copy over the following files:

```
pab3d_gui
pab3d_gui.prefs
PatchAB3D_GUI
PatchAB3D_GUI.info
run_pab3d
Run_PAB3D.info
```

Now, when you wish to change your PAB3D options, click on the "PatchAB3D_GUI" icon. If you want to start PAB3D with your last saved options, click on the "Run_PAB3D" icon.

When you run the GUI, just tick all the patches that you want to run. Selecting "Save" will save these options and run the PAB3D cli program, selecting "Use" will use these options without saving them.

Note that the keyboard setup shown in the GUI only works if the "Save Keys" patch is ON, and you leave the GUI with "Save".

1.9 Troubleshooting

Troubleshooting

All this installation is tricky! I'm not used to using the Shell! What can I do??

Hmmm... I admit it could seem quite tricky to install, but it really isn't that hard. If you are totally useless with the CLI, then you just won't be able to install it, sorry.

I set up my keys in the GUI, but when the game runs, they revert back! Click "Save" when you leave the GUI, and not "Use".

When I run the patch, all I get is a blank screen!
Make sure you have "AB3D1:" and "AB3D2:" assigned to your AB3D directory.

I have the CD32 version of AB3D. Can I use the patch?
You can try, but I doubt it would work, and if it doesn't, there's nothing I can do to fix it for you. This patch is designed to work with the A1200 version.

1.10 Team17 are great!

Team17 are great!

I'd like to say a big thankyou to the guys at Team17 for giving me permission to include the no protection patch. For a moment I thought I was going to have to remove it, but as long as I don't charge for PatchAB3D (which I wasn't going to anyway) they said I could keep it in. Good work fella's :)

1.11 History

History

Note: versions marked "B" were only sent to beta testers and not publicly released.

Version 0.1B - 0.2B

First betas

Version 0.21B

- +Added Toggle Run ingame key
- +Fixed some minor bugs

Version 0.22B

- +Wrote a GUI program
- +Added cheatkeys
- +Fixed some minor bugs

Version 1.0

- First proper release
- +Added mouse sensitivity option (requested by Philip Meason)
- +Updated GUI
- +Finished the documentation
