

**Default**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Default		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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# Chapter 1

## Default

### 1.1 Table of contents

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Foundation V1.27 (18h December 1999)  
\* Free from Distribution Restrictions \*

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Note 1: This update is designed to work with both 'Foundation Classic' releases and the new 'Foundation Directors Cut' release. No other Update archives are required. You may update from V1.0 or any other version since that.

Installation of Updates	Read before running Updates!
Known Problems	Read before reporting problems!
Custom Samples Info	

Thank you,

Paul Burkey <burkey@bigfoot.com>

The Foundation Web Site can be found at:

<http://www.sneech.freemove.co.uk/foundation.html>

The Web site contains news, updates, manuals, language support and more.

### 1.2 Known Problems

Known Problems

No specific problems with this version.

### 1.3 Installation

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#### Upgrading Notes for versions V1.21 - V1.25

Delete the old FoundUpd directory and replace with this new one.  
Delete all exe files (Foundation + FoundationPrefs) and replace with these new versions.

#### Upgrading Notes for 'Foundation Classic' users (pre V1.25)

Delete the obsolete 'Prefs' directory.  
Run the new FoundationPrefs to make new setting.  
Settings are now saved in the system ENV:

#### Important Upgrading Notes for versions before V1.21

From V1.21 there is a big installation change. You must now install everything you need to HD before you can run the game. The Install groups at the top of the Installation page in FoundationPrefs are needed to run the game. You must (re)install ALL of these items. The other Install Groups (Anims and Mugshots) are optional. You don't need to install these but unless you install to HD they can not be used in the game.

A FULL install is 63Meg and a minimal install is only 32Meg! The installation process takes 1000's of files from the Foundation CD and converts them to new converted/compressed file formats. It deals with over 100Meg of data in various formats and this takes a lot of time so Please be patient! I've added a progress indicator to make the installation process more intuitive.

It is highly recommended that you delete Foundation Installation and install a fresh version with the new FoundationPrefs. This is to avoid possible problems with outdated file formats but also to avoid having 1000's of unused files on your HD.

Once you have installed and saved your new preferences you can start Foundation using the new single exe. The RTG and AGA versions of the game are now obsolete. The "Foundation" exe will detect AGA/RTG from your screen mode prefs. It's even possible to mix AGA/RTG modes for the menu and game screens.

#### Important Upgrading Notes from Update V1.16 and earlier

During Update installation you must also copy the "FoundUpd" directory into your Foundation installation directory. This new directory contains extra graphics and data files. Please note that you do NOT need to copy individual files from the FoundUpd directory. The FoundUpd directory is copied "as is" into the root of your Foundation directory.

## 1.4 Custom Sounds

The custom samples are standard IFF-8SVX sounds which are named using the rules described below. The samples are placed in a new directory called "CustSound/" which will be located in the root of your Foundation installation. If you run the new version of FoundationPrefs (V1.53 or higher) the Directory will be created

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for you. When you run the FoundationPrefs program it will ensure this directory exists and it will create an index file called CustSound.dat there. This index file tells Foundation (V1.03 and higher) a little about the available samples. Using the new "Custom Sounds" page of FoundationPrefs will show you which sounds are available and you can also Test them to be sure that they are real 8SVX sounds ←

### Character Speech

There are three classes of characters in Foundation. The most common is the "male" class which covers Peasants, Wizards and Scientists. Next is the Soldier class which covers all battle units. There is also a "Maiden" class. Each character has 4 simple phrases.

- Hello - a general greeting, used when you select the character.
- Ok - an acknowledgement, used when you give a 'good' command.
- No - a refusal, used when you give an illegal command.
- Already - phrase used when you make a command that is already being executed.

Instead of using a messy number system I have built in a name system so you can give each character a name, for example we may give our first male character the name "baz". To add a "Hello" sample to "baz" we would give the sample the name "male-baz-hello0". Now this has added a new sample set to the "male" class. One "Hello" sample is all you need to add a new character but I recommend you to use at least one of each type for example...

```
male-baz-hello0
male-baz-ok0
male-baz-no0
male-baz-already0
```

This has added a full range of speech to a new "male" character called "baz". You could add extra samples by giving them higher numbers so we may have 9 or more samples for this character for example...

```
male-baz-hello0
male-baz-ok0, male-baz-ok1, male-baz-ok2, male-baz-ok3
male-baz-no0, male-baz-no1
male-baz-already0, male-baz-already1
```

For Maidens you would use something like "maiden-sally-hello0"  
For Soldiers you would use something like "soldier-raj-hello0"

The most common speech is the "ok" sample so please try to use at least 2 "ok" samples for each character. As I mentioned, 1 "hello" sample is the minimum needed for a character but you should try to add a full range. If a phrase is missing for your character you will not hear any sound for that particular phrase.

I have created a small example set of custom speech samples to explain how this all works. The archive is called FoundCustSpeech.lha and it should be available on the support web site, Aminet and wherever you found this file!