

Wipeout2097Demo

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Chapter 1

Wipeout2097Demo

1.1 Wipeout2097Demo

Psygnosis/Digital Images present

Wipeout2097

*** DEMO version ***

A unique and blazingly fast 3d racing game for the
PowerPC AMIGA

Introduction

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1.2 Introduction

Finally one of the most famous 3d racing game appears for our beloved AMIGA. Wipeout2097 is a cult game among all Playstation games and it gave the term 'speed' a completely new dimension.

Wipeout2097 is a highly demanding game, therefore the hardware requirements are high. The game uses some of the latest technologies available for AMIGA.

The AMIGA version of Wipeout2097 is based on the PC version, which itself was derived from the Playstation version. Those people which already know these other versions, will quickly get familiar with the AMIGA version, too.

Some new features were added to the new AMIGA version, which aren't present in the other versions. Those features are explained later in this document.

Now enjoy!

1.3 Infos for the demo version

The demo version has the following limitations compared to the full version of the game:

- No support for CD audio tracks
- No MPEG animations
- 1 race track instead of 8
- 3 weapons/extras instead of 8
- Only the 'arcade' mode is available, while the full version also provides the 'time trial' mode and two 'challenge' modes.
- Only the 'vector' and 'rapier' racing classes are available, while the full version provides 4 different racing classes.
- Some of the option menus are disabled in the demo version.

1.4 System requirements

The following hardware/software components are required by Wipeout2097:

- PowerPC processor.
 - 3d graphics card (i.e CyberVision3D, CyberVisionPPC, BVisionPPC or 3d cards which will be released in future). We recommend at least a 3d card equipped with 3d chips having the power of a Permedia2.
 - At least 24MB FAST-RAM. We recommend at least 32MB FAST-RAM. For systems with 24MB it might be necessary to save additional memory, which is allocated by various software components when the AMIGA workbench is started.
 - CD-ROM drive (not required for the demo version)
 - OS 3.0. We recommend OS 3.1
 - CyberGraphX or Picasso96, we recommend the latest version.
-

- WarpUp V4 (is also present on the Wipeout2097 CD)
- Warp3D V2 (is also present on the Wipeout2097 CD). We recommend to install the version located on the CD, because it provides some corrections and improvements. Certainly you shouldn't install the version if you have already a Warp3D version with higher version number installed, so please check the version of your currently installed Warp3D system first.
- lowlevel.library for joypad support.

The game can be controlled with keyboard, mouse, joystick and joypad. The joystick control does only make sense in conjunction with a keyboard.

We recommend control using keyboard or joypad. Again, you need the 'lowlevel.library' to be able to use the joypad. The 'lowlevel.library' is part of AMIGA-OS since OS 3.1.

1.5 Installation

First, before installing the game, you should make sure that you have WarpUp V4 and Warp3D V2 installed. Both software packages are found on this CD. We strongly recommend that you study the documentation of these packages to avoid problems as much as possible. Absolutely try to make the supplied demos running first, before installing this game.

If you experience problems with these software components, then the authors of these software systems will certainly be able to give you some tips. The corresponding email addresses can be found in the documentation of these software packages.

The demo version of Wipeout2097 doesn't need to be installed. Only an assign 'WO2097:' must be created to point to the directory 'Wipeout2097_Demo', which can be done by running the 'MakeAssign' script.

1.6 Starting the game

The game is started by double-clicking the appropriate icon. First \leftarrow the
,
setup window
is opened which allows to modify
various settings for the game. After successfully finishing the
configuration, some logos are displayed for a certain amount of time.
You can press enter to abort displaying these logos.

Before starting the game, running applications should be terminated, because they occupy memory and because they reduce the game

performance. Also make sure, that the workbench isn't running at very high resolution/color depth, so that the game will get enough video memory. That's especially important for graphics board with few video memory, such as the CyberVision3D.

1.7 The setup window

After starting the program, a setup window appears. The button 'Cancel' terminates the game instantly, while the button 'Play' closes the setup window and begins loading the game. Finally the button 'Save' saves the current configuration. The saved configuration is automatically loaded next time when the game is started.

Here is a description of all options in the setup window:

- Warp3D Driver

Allows to switch between 3d hardware driver and software driver. This option is only active, if a Warp3D software driver exists. Right now, as this document is written, there doesn't exist such a software driver.

- Graphics Mode

This option defines the environment, where the game should run. Possible choices are:

- Window : The game runs in a window on the workbench. IMPORTANT: the workbench must be using a 15/16 bit screen, otherwise it won't work!
- Double Buffered Screen : The game runs on its own screen. Double buffering is used for smooth animations.
- Triple Buffered Screen : Basically the same like the previous choice, but three buffers are used instead of two. This leads to better and more constant performance, but needs more video memory.

- Select

After this button is pressed, a screenmode requester appears, which allows to select a screen mode. Only 15/16 bit modes are presented, because the game only works in 15/16 bit. The currently selected screen mode is displayed in the 'ModeID' element.

- Speed Limit

Defines the maximal frame rate of the game. Wipeout2097 becomes too fast, when frame rate goes up too much, therefore a limitation of the frame rate can be useful, especially for very fast hardware. This also leads to a more constant performance.

- Unlimited

Disables the limitation of the frame rate.

- Texture Memory

Defines, how much video memory is reserved for textures. The higher this value, the more detailed textures are used, but the less video memory is available for other things. If the game should be played in very high resolution it is necessary to reduce this value. Owners of 4MB graphics boards should definitely reduce this value to a small value.

- Mipmapping

If enabled, 'mipmapping' can be used to improve the graphics quality during the race. This function only has an effect, if the 3d hardware supports 'mipmapping'. This is not the case for the Permedia2.

Important: making this option active does not yet enable mipmapping during the race. It is necessary to select an appropriate filter mode during the race (using the F7 key) to enable mipmapping.

- Audio AHI

If this option is active, the audio standard AHI unit 0 is used for playing the sound effects (this way sound cards can be used for playing sound). Otherwise audio.device (and so the Paula chip of the AMIGA) is used.

- Swap Audio Channels

Both audio channels are swapped when playing sound effects. This has no effect on playing CD audio tracks.

- Half Volume

If this option is activated, the sound effects are played at half volume. This can improve the quality of the sound effects very much, if the AMIGA's audio chip (Paula) is used to play the sound effects. To compensate for the lower volume, you can adjust the sound effect volume during the game, without losing quality.

- CD Audio

If this option is disabled, then the CD audio tracks aren't played during the game.

- Play Intro

If this option is disabled, the intro animation is skipped.

1.8 AMIGA specific features

The AMIGA version of Wipeout2097 works basically exactly like the PC version, but some new features were added. These features can mainly be selected by pressing several F-keys during the race.

Here is the list of all features accessible by the F keys:

- F1 : Switch between external and internal view. In the latter case the viewer is inside the ship, so that the own ship isn't visible.
- F2 : Defines the mouse sensitivity. By pressing the key repeatedly different sensitivity values can be chosen.
- F3 : Sets the view distance. By repeated pressing of this key, different view distances can be selected. The view distance has a major impact on the game performance, a short view distance leads to less objects displayed and therefore to faster performance.
- F4 : Switches between different lighting effects, which are visible at the back of each ship.
- F5 : Enables/disables the sky.
- F6 : Enables/disables fogging. The sky is implicitly disabled. This feature is AMIGA specific.
- F7 : Switches between different filter modes. By repeated pressing of the key the following filters can be selected:
- FILTERING OFF : no filtering is done
 - BILINEAR FILTER : bilinear filtering is applied to the textures
 - BILINEAR/MIPMAPPING : bilinear filtering and mipmapping is used. This mode is only available, if the hardware supports mipmapping and if mipmapping was enabled in the setup window.
 - TRILINEAR FILTER : trilinear filtering is used. The same restrictions apply like for the previous point.
- The last two filter modes are AMIGA specific.
- F8 : Sets the brightness of the graphics display (AMIGA specific)
- F9 : Enables/disables linear texture mapping (AMIGA specific)
- F10: Enables/disables dithering (AMIGA specific). Dithering can only be disabled, if the env variable 'Warp3D/Permedia2/Dither' is set to 'off' (only valid for Permedia2-based boards).

1.9 Troubleshooting

Now we would like to provide some hints, if problems occur with this game.

The most important thing is first, that you make sure, that the software components WarpUp and Warp3D work correctly. This can be verified using demos which are supplied to the software packages. If it turns out, that there are problems with these software components, then you should contact the authors of the software, so that they can help you to solve the problem.

If the game doesn't work, you should first check, whether the minimal requirements are satisfied. When using high-resolution textures (which are used, if the option 'texture memory' in the setup window is set to the maximal value) you should have at least 20MB free FAST-RAM.

If this isn't the case you should reduce the 'texture memory' parameter to a smaller value.

It is also very important that the workbench isn't running in very high resolution/depth, because much video memory is lost then. Additionally there shouldn't be too many windows open as they also occupy video memory.

Enabling triple buffering also leads to more video memory used by the game.

If the game is played in window mode, then the workbench must absolutely be running in a 15/16 bit screen mode.

In general whenever you get problems it might be a good idea to play around with the options in the setup requester. Maybe the problem can be bypassed by selecting other options. If you get troubles when trying to use audio.device sound, please install AHI (can be found on Aminet), select AHI mode in the setup requester and retry.

If the window becomes black when resizing it, there are two reasons how this can happen:

- The window was made very large, so that the video memory wasn't sufficient anymore.
- An error inside of Warp3D can lead to similar problems. In this case you should install the Warp3D version found on the Wipeout2097 CD, which should solve the problem.

More possible problems:

- No CD tracks are played during MPEG animations. This happens, when the game was installed using 'small' or 'medium' installation type. The MPEG animations were not installed to the hard disk and are therefore read from CD. This can't work in parallel to playing CD audio tracks.

- During the race some textures aren't displayed correctly. This might be a sign that there is very few video memory available. In this case video memory should be freed by closing windows or by reducing resolution and depth of the workbench. Additionally make sure to reduce the 'texture memory' parameter in the setup window and not to enable triple buffering.

- During the race, the game instantly freezes and so does the whole system. Although we can't exclude the possibility of the game having errors, it is much more likely that such a problem might be caused by overheated hardware. In the past it was shown often, that similar problems appeared for similar applications, which could be solved by adding more cooling devices.

- If the game runs very slowly, there are several possibilities to increase the game performance. The best options to do this are:

- Reduce resolution
 - Reduce view distance (F3)
 - Disable the sky (F5)
 - Disable filtering (F7)
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- Disable lighting effects (F4)
 - Disable perspective texture mapping (F9)
- When simultaneously pressing several keys on the keyboard, some of the keystrokes get lost. The reason for this problem lies in some special behaviour of the AMIGA keyboards, which sometimes really lose keystrokes for special key combinations. A possible solution might be the redefinition of the WO2097 keyboard layout in the in-game configuration menus.
- The sound quality is bad. This problem pops up when playing sound using the sound chip of the AMIGA, as it's resolution is only 8 bit. To improve sound quality, three possibilities exist:
- Enable the 'half volume' option in the setup requester
 - Use a sound card instead of the AMIGA sound chip
 - Use the AHI sound driver. In the AHI preferences window you can select an output format of 'Paula 14 Bit Stereo++'. This improves sound quality quite a lot.

1.10 Contact addresses

If you get problems with the game, you can use the support addresses below. Before you use these addresses please make sure, that you have read the chapter Troubleshooting and have tried the suggestions found there.

Address: Blittersoft
 8 Tickford Arcade
 Newport Pagnell
 Bucks.
 MK16 8HY

Phone: +44 (0)1908 610170

WWW: <http://www.blittersoft.com>

E-Mail: wipeout@blittersoft.com
