Virtual Pool 2 Preview Version

Virtual Pool 2 Preview plays a simplified 9-Ball game with 4 balls. This manual is a sub-set of the Virtual Pool 2 manual. For a control summary pop up the Quick Reference

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System Requirements

Virtual Pool 2 Preview requires an IBM/Tandy 100% Compatible running Windows 95 and a 486/66 or faster microprocessor with 8 MB of RAM and 12MB of free memory (physical + virtual).   You must have 4 MB of free hard disk space and a CD-ROM drive. Recommended: Pentium 166 or faster microprocessor with 16MB of RAM, quad speed CD-ROM, local bus or PCI video card with 2 MB of video RAM, and sound card.

Note: Virtual Pool 2 Preview can run in High Color (16-bit)   or 256 (8-bit) color mode. If your system is in True Color (24 or 32-bit) mode, Virtual Pool 2 Preview will only run in full screen mode.   If you wish to run Virtual Pool 2 Preview in a desktop window, change the Color Palette setting to High Color. This can be accomplished by using the display control software supplied with your video card or from the Start menu:

- Go to Settings, then open the Control Panel
- Open the Display icon and select the Settings tab in the Display window
- Change the Color Palette option at the bottom left of the window

Starting the Game

After Virtual Pool 2 Preview has been installed, you can run it from "Programs" on the "Start Menu". You must have DirectX 5 installed on your system before running Virtual Pool 2 Preview.

If you have your Desktop Color Palette set to 256 colors or High Color (16-bit), you can play either full screen or in a scaleable desktop window.   If your Desktop is True Color (24 or 32-bit), Virtual Pool 2 Preview can only be run at full screen.

Virtual Pool 2 Enhancements

Virtual Pool 2 is an extensive update from the original Virtual Pool and Virtual Pool for Windows. Listed below is a summary of major feature modifications and additions:

Simulation

A new physics model includes the addition/redo of:

- Cue stick, cue ball interaction:
    - Squirt - cue ball is deflected when English is applied
    - Throw - throw corrected to decrease with increased velocity
    - Table pinch for masse/jump shots - pinch effect when hitting down on cue ball is taken into account
    - Miscues - cue tip will slide off cue ball if tip position is too far from center
- Rail model - new rail model improves ball deflection and friction properties resulting in more accurate ball path and action
- Jump shots - cue and object balls can now be jumped
- Cue stick interference - cue stick can't shoot through rails or other balls
- Adjustable Table:
    - Pocket size and cut
    - Table speed
    - Rail bounce

Graphics

- Shaded balls with highlights
- Shaded table bed
- Texture mapped table
- New backgrounds with texture mapping
- Texture mapped cue
- Textured status area and alerts
- 8 and 16-bit graphics

Computer Opponent

- Plays more cue tip positions
- Does not shoot through rails or balls
- Jump, bank and masse shots
- More human-like in shot selection
- 128 computer opponents

Games and Rules

- New games:
    - 10-Ball
    - 6-Ball
    - 3-Ball
    - Bank Pool

- One Pocket
- BCA 8-Ball
- American Bar 8-Ball
- English Pub 8-Ball
- APA 8-Ball
- Call shot feature
- Called safeties
- Push out

Player Statistics

- Player ratings for each game
- Other game specific statistics

Tournaments

- Play against a field of computer opponents
- Field selected according to your rating and computer opponents' ratings
- Adjustable difficulty
- Adjustable tables
- Adjustable match goals
- Handicapped fields

Viewing

- Auto zoom out
- Separate aim and view contexts
- Smoother re-orientation
- Camera view positions for user hot key and remote/computer opponent

Movies

- New instructional clips by Mike Sigel

Miscellaneous

- User configurable keyboard and mouse button controls

Getting a Quick Start

After some introductory screens, the Virtual Pool 2 Preview game screen will come up. The game screen consists of the Menu Items, Status Area, Pool Window, and Action Bar (see The Game Screen). These areas will keep track of everything in the game for you.   See Game Window below.

By default, the game starts a self-play game of 4-Ball with Player One in Aim Mode.   By moving the mouse left or right you can adjust the Aim.   Moving the mouse forward or backward tilts the view of the table.   Holding down the **left mouse button** while moving the mouse forward or backward increases or decreases the Zoom level.
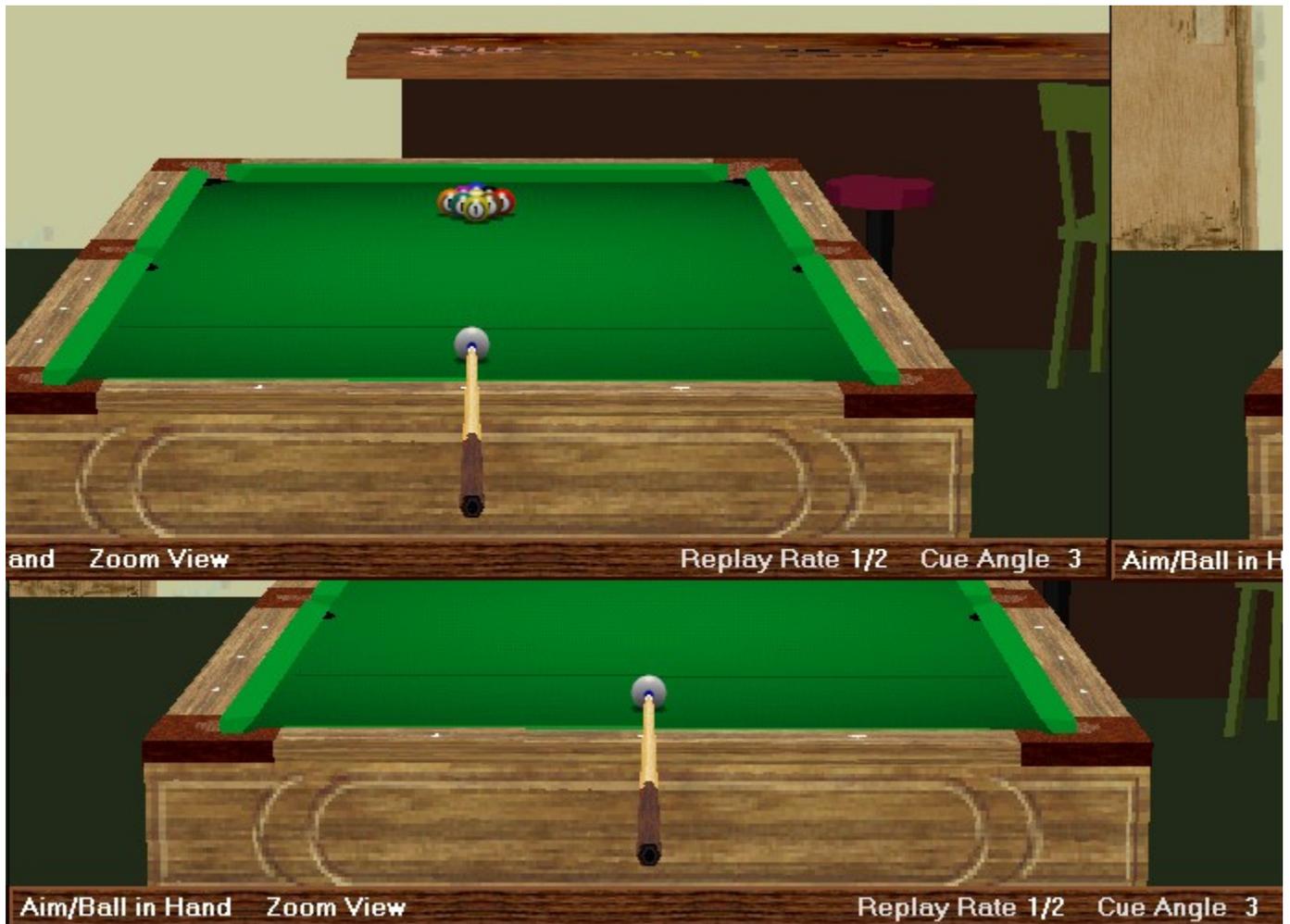
When you are satisfied with your aim, press and hold the **S** key.   The mouse is now controlling the cue stick.   As you move the mouse backward and then forward, the cue stick will move in response.   The speed at which you move the mouse determines the force in which the cue stick strikes the cue ball. Move the mouse forward slowly for a light tap and quickly for a more powerful shot.

Press **ESC** at any time to bring the mouse cursor back onto the screen and bring up the Menu Items (if they are hidden).   You can find a complete description of the game controls in this manual. See Keyboard Controls for a description of the keyboard interface and hot keys, and Menu Items for a description of the menu bar and menus.

A quick reference card which stays visible as you play (Desktop Window Mode only), can be accessed here: Quick Reference .

The Game Screen

The game screen is broken into 4 basic areas: the Menu Items at the top of the screen (these are hidden when playing full-screen), the Game Status area at the top of the screen, the Game Window in the middle of the screen, and the Action Bar which goes across the bottom of the screen.

The Game Status area displays the player names and status of the current match.   The score display will vary depending on the type of pool game, but in general, there will be a column for score and a column for the number of games won.   During some games an icon of the ball you are supposed to be hitting will appear next to the player name.   For example, when playing 9-Ball, an icon for the lowest ball on the table will appear next to the name of the player shooting. Game alerts appear on the right-hand side of the Game Status area. These inform you of important game events, such as FOULS or MISCALLED shots.

The Game Window is devoted to the "virtual" pool table.   You can play the game from any angle you like using Virtual Pool 2 Preview's unique 3D world to line up your shots just like you would in real life.   Check out Keyboard Controls   for information on how to move around the table, take shots, and more.

The Action Bar at the bottom of the screen displays information about the current shot, and

shot mode.   The left side of the bar will show the current mode the player is in.   For example, if you are getting ready to shoot the ball and are holding the **S** key on the keyboard, this will display 'Shoot Mode.'   The text to the right of this describes the effect of the mouse.   If you are in shoot mode, this will display "Stroke Cue," which lets you know that moving the mouse at this point will stroke the cue.   The Cue Angle and Replay Rate are displayed on the far right of this menu.

Menu Items

All of the available game options and settings can be easily accessed using the pull-down menus at the top of the screen.   While you are playing, the mouse is actively controlling the cue stick and your shot, so to enter the menu system you must first press **ESC** to make the menus and the cursor active.

Listed here are all of the menu headers.   Click on them to see the options available under each.

File Menu

Options Menu

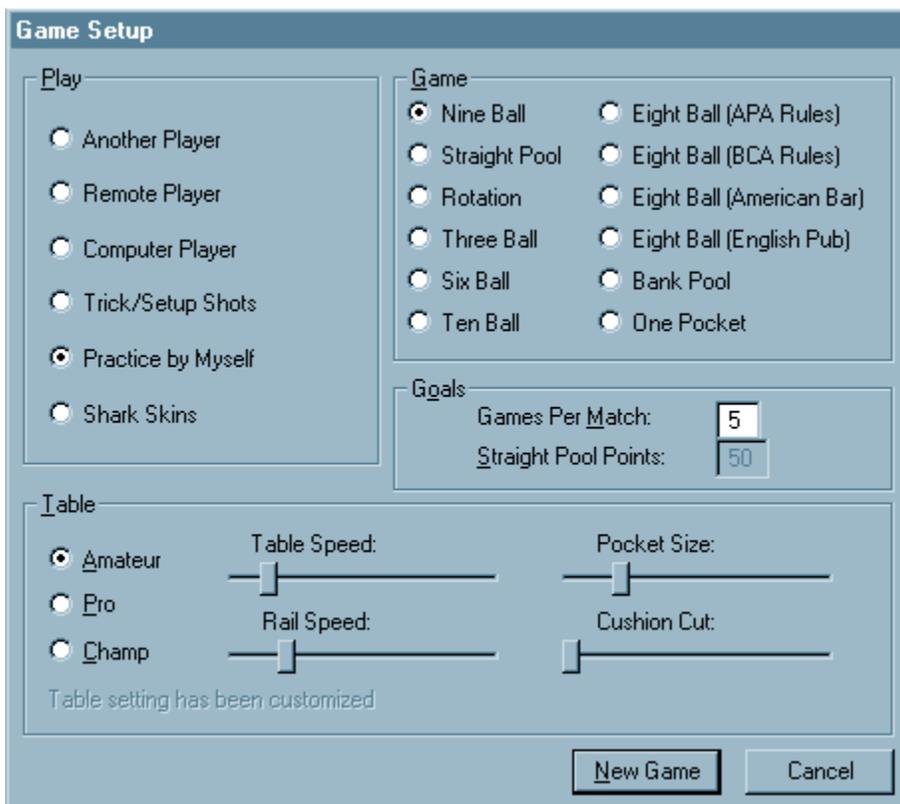Preferences Menu

Videos Menu

Help Menu

Display Modes Menu

File Menu

The file menu has file and game setup selections.

New Game

Brings up the New Game Setup dialog which contains several options for the next game.

The **Play** section lets you choose your game mode from one of the following options:

Another Player	play another player on the same computer
Remote Player	play another player on another computer

	via network, modem, or serial cable
Computer Player	play a computer opponent
Trick/Setup Shots	play trick shots or setup practice shots
Practice by Myself	play by yourself with game rules
Shark Skins	play the Shark Skins by yourself

The **Game** section allows you to choose from any of the pool games offered in Virtual Pool 2 Preview:

Straight Pool
8-Ball (BCA rules)
8-Ball (American Bar rules)
8-Ball (English Pub rules)
8-Ball (APA rules)
9-Ball
Rotation
10-Ball
6-Ball
3-Ball
Bank Pool
One Pocket

The **Goals** section allows you to customize the scoring for your match.   You can change the number of games to play in each match or change the points goal for Straight Pool.

The **Table** section selects certain table parameters. There are radio buttons on the left for typical table setups and sliders for table customization. For more details see (The Table).

When you are ready to start, click on **New Game**.

Load Game (Ctrl-L)

Allows you to load a saved game/tournament, or any of the trick shots that came on the Virtual Pool 2 Preview disc.   Just select the game/shot/tournament you wish to load and click on Load Game. Games are stored as *game_name*.vpg files, trick/setup shots as *trick_name*.vpp files, and tournaments as *tournament_name*.vpt files.

Save Game (Ctrl-S)

Allows you to save the current game/shot/tournament in the exact state it is currently in.

You don't need to specify a file extension, it will add the appropriate extention depending on the mode you are currently in (i.e., .vpg for game, .vpp for trick/setup, or .vpt for tournament).

Tournament Setup

Brings up the tournament setup dialog which has options for setup and initiation of a tournament against computer players.

Load Scene

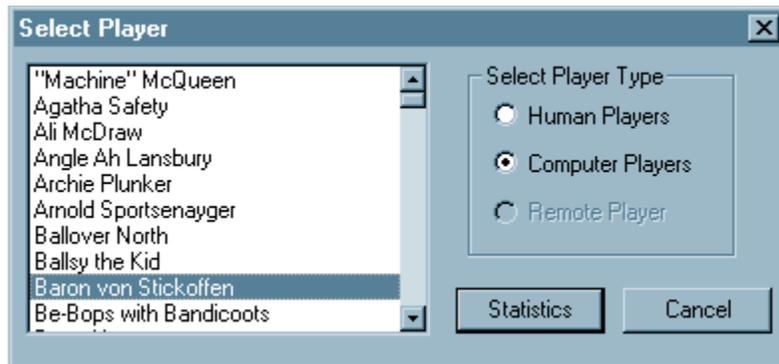Loads alternate background scene files. The scene file naming conventions are:

*name*_8.scn - 256 color scene file

*name*_16.scn - High color scene file

*name*_d3d.scn - Scene file for 3D hardware acceleration

Player Statistics

Brings up the Select Player dialog which allows the user to show statistic sheets for selected players. There are statistic sheets for both human and computer players.

The **Select Player Type** selection changes the player list on the left of the dialog to be either human players on this computer, computer players, or human players on another computer. Selecting a player name and clicking on **Statistics** shows the selected players statistics. The tabs on the top of the sheet select which game sheet is shown.

Each game type has a unique sheet that shows the player rating for that game type and other information about player performance.

Games played by selecting Practice by Myself, Trick/Setup Shots, or Shark Skins, do not affect player statistics. Games that have been saved do not affect statistics until the next re-rack.

Video Statistics

Shows video statistics. These can help you select the best resolution in which to run Virtual Pool 2 Preview. The statistics shown are:

- Video Mode - either Desktop Window or Full Screen
- Resolution - shows current resolution for Full Screen mode or size of window for Desktop Window mode
- Color Bit Depth - shows how many bits per pixel are used for color
- Buffering - single, double, or triple
- Buffer Memory - system or video
- 3D Hardware   - specifies if hardware support is being used for 3D drawing
- Frame Rate - frame rate of last shot

You should choose a resolution and/or bit depth that has a frame rate of at least 20 frames per second.

When running in Desktop Window mode, performance is affected by Buffer Memory and the window size . For Buffer Memory, It is preferable to use video memory. If you are using system memory, it's because your video card does not have sufficient memory for the current desktop resolution.

When running in Full Screen Mode, the Buffering and Buffer Memory statistic affect performance. The larger the Buffering number the better (i.e., triple is better than double). If the Buffer Memory statistic is system memory, there is a significant performance loss. Try lowering the resolution until the Buffer Memory is video memory.

Graphics look much better in 16-bit color. The only reason to run in 8-bit mode is if the system performance is poor.

Demo

Selecting this option will send the game into a demo mode in which two computer opponents play 9-Ball against each other. Hitting any key will quit the demo.

Return to Game (ESC)

Exits you from menu mode and returns to the Virtual Pool 2 Preview game.

Exit

Closes the program and returns you to the desktop.

Options Menu

The options menu allows you to select game play options.

Quit Match (Ctrl-Q)

Ends the current match, resetting the number of games won and the amount of fouls to zero.   Both player names remain in the status area, and a new rack of is set up.

Change Turn (Ctrl-T)

Changes the shooting player.

Kibitz (Ctrl-K)

Turns on tracking lines and sets up a suggested shot.

Call Shot (Ctrl-C)

Brings up the call shot dialog for the player to select a ball and pocket. This is only valid for the call shot games of 8-Ball (except PUB rules), Bank Pool, and Straight Pool.

Miscall (Ctrl-M)

Declares a Miscall.   Virtual Pool 2 Preview uses the honor system for calling most shots.   If you pocket the wrong ball or put a ball in the wrong pocket, you can declare a Miscall by selecting this option.

Push Out (Ctrl-P)

Available in 9-Ball and 10-Ball only.   After a break, the player who has control of the table has the option of calling a Push Out.   This allows the player to "push" the cue ball anywhere on the table, and does not require the player to hit any ball or rail.   The next player then has the option to take the next shot, or pass it back to the player who originally called the Push Out (also by entering **Ctrl-P**).

Called Safety (Ctrl-[)

Called safeties only apply to BCA rules 8-Ball and Straight Pool. A called safety means that the turn will change to your opponent even if you pocket a ball. You do not need to call a safety unless you intend to pocket a ball on a safety play.

Draw Game (Ctrl-D)

Ends the current game in a draw, re-racks the current game, and starts a new game.

Resign Game (Ctrl-R)

By selecting this option, the current player forfeits the game and their opponent is assigned a win.   The balls are re-racked for the next game.
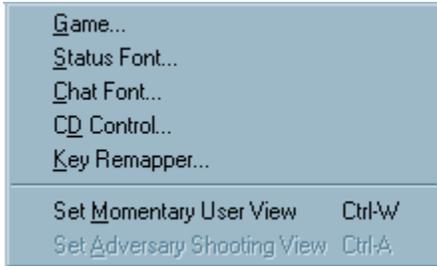
Tournament Draw Sheet

Brings up the tournament draw sheet. This option allows you to view the sheet at any time during the tournament. The sheet will always be shown to you at the conclusion of each match you play.

Spot/Remove Balls (Ins)

Allows you to remove balls from the table or replace balls that are off the table back on. Balls that are currently on the table have a check in their checkbox.   To remove them, simply click on the checkbox, and the ball will be removed from the table.   When spotting a ball, the ball will appear at the top of the rack. You can only use this dialog when in Trick/Setup Shots mode.

Preferences Menu

The preferences menu allows you to change various options in the game to better suit your style of play.

Game...	
Status Font...	
Chat Font...	
CD Control...	
Key Remapper...	
Set Momentary User View	Ctrl-W
Set Adversary Shooting View	Ctrl-A

Game

Displays a tabbed dialog that allows you to set game preferences.

Graphics

Display Background

Toggles off and on the Virtual Pool 2 Preview room.   If you are having performance problems or just want to concentrate on the table more, try turning off the background.

Shaded Balls

Toggles shaded pool balls. This feature is only applicable in 16-bit color depths.

Shaded Table

Toggles table shading. This feature is only applicable in 16-bit color depths.

3D Hardware

Activates 3D Hardware if you have it in your system. This check box will be disabled if Virtual Pool 2 Preview does not detect any 3D hardware, or if the hardware present is of an unsupported type. For additional information on supported hardware and drivers see the Interplay web site at www.interplay.com or see the README file for other contact information.

Pentium Pro/II Optimization

Optimizes video memory access for Pentium Pro and Pentium II processors. This may not speed up your system if optimized access has already been turned on by another program or a video driver.

Table Color

Sets the color of the table felt.

Sound

Effects

Toggles sound effects for Virtual Pool 2 Preview.

Opponent View

Keep Same View

If selected, your view does not change while your opponent shoots. You may use the mouse and **V** key to change the view yourself.

Look Down Length of the Table

Positions your view at the end of the table while your opponent shoots.

Go To User Specified Opponent View

Goes to a view you specify while your opponent shoots. To set the view: hit **V** to change to viewing mode then hit **Ctrl-A**.

Mouse

Mouse Sensitivity

Sets the mouse sensitivity. If you have to push the mouse too hard to get sufficient cue stick speed, move the slider more to the right. If you have poor speed control and the stick movement is too sensitive, move the slider more to the left.

Auto-Aim

Restore Previous Distance

If you have Restore Distance on, the beginning of every shot will be from the distance and pitch it was when you took the last shot. With this option off, the viewing distance is set to a standard distance and pitch.

Aim to Next Ball

Points the cue in the direction of the next ball if you are playing a game such as 9-Ball where the rules dictate which ball must be hit. This will only point you in the general direction however, don't expect Virtual Pool 2 Preview to do the aiming for you!

Auto Zoom Out

Zooms the table out after you shoot and tries to keep all the moving balls within the field of view. This feature can slow down your frame rate.

Status Font

Brings up a dialog allowing you to dictate the type, style, and size of the status area font.

Chat Font

Brings up a dialog allowing you to dictate the type, style, and size of the chat area font.

CD Control

This shows the CD controller which allows you to play audio CDs.

▶   Starts the CD audio playing. If the CD is paused, it restarts from the pause position. If the CD is stopped, it start from the beginning of the track.
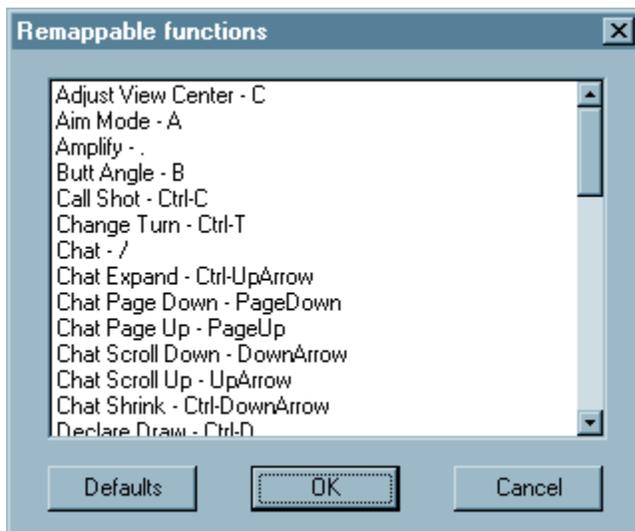
⏮   Plays the previous track.

⏭   Plays the next track.

‖   Pauses the CD.

■   Stops the CD. Pressing play again restarts the CD from the beginning of the track.

⏏   Ejects the CD.

Key Remapper

Brings up the Key Remapper dialog which allows you to change which keys control which Virtual Pool 2 Preview functions.

The **Defaults** button restores the Virtual Pool 2 Preview standard key setup. By double clicking a function in the list, a Modify Key Map dialog appears allowing you to enter a key or mouse button. When you exit the Key Remapper by selecting **OK**, you will be notified of any conflicts in key assignment. Resolve the conflicts and then exit. Selecting the **Cancel** button will exit the remapper without making any changes.

Set Momentary User View (Ctrl-W)

Sets the camera view for user momentary view (**Y** key). Go into View Mode, change to the view you want, and select this menu entry or enter **Ctrl-W**. Then use the Y key to jump to that view at any time.
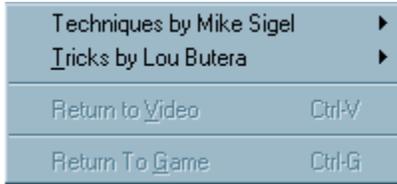
Set Opponent Shooting View (Ctrl-A)

Sets the camera view used while the computer or remote player is shooting. Go into View Mode, change to the view you want, and select this menu entry or enter **Ctrl-A**. To activate this view you must select Go To User Specified Opponent View in the Opponent View sheet of the Game Preferences dialog.

Videos Menu

Gives you access to the extensive library of tutorial and trick shot movies that are included with Virtual Pool 2 Preview.

Available video categories are:

Techniques by Mike Sigel
    Cue Ball Control
    Break Shots
    Safety Shots
    Trouble Shots
    Game Strategies

Tricks by Lou Butera
    Meet Machine Gun Lou
    Trick Shots
        1 and 3 Ball Shots
        2, 4, and 6 Ball Shots
        Shots using 15 Balls
        Position Shots
        Ball Clearance Shots
        Stroke Shots
        Escape Shots
        Masse' Shots
        Miscellaneous Shots

Video Controller

The video controller panel allows you to play back videos and try out trick and practice shots.

▶   Starts the video playing. If the video is paused, it restart from the pause position. If the video is stopped, it start from the beginning of the video.

▶   Plays the previous video.

▶   Plays the next video.

▶   Pauses the video. Pressing pause again single steps the video. Pressing play continues playing the video.

▶   Stops the video. Pressing play again restarts the video from the beginning.

Try Shot: Sets up the shot in Virtual Pool 2 Preview. You can try or practice the shot using Undo, Tracking, Replay, etc. When finished you can return the video by entering **Ctrl-V** or to the game by entering **Ctrl-G**.

Return to Video (Ctrl-V)

Returns to video play from trick shot or practice setup. This menu item is only valid when in a trick shot or practice shot via the Try Shot button in the video control.

Return to Game (Ctrl-G)

Returns to the game from trick shot or practice setup. This menu item is only valid when in a trick shot or practice shot via the Try Shot button in the video control.

Help Menu

The Help Menu gives you access to online help and information about Virtual Pool 2 Preview.

<u>Help Topics</u>

Brings up the Help Finder which contains a table of contents, index, and finder for the Virtual Pool 2 Preview Manual.

<u>About</u>

Displays information about Virtual Pool 2 Preview.

Display Modes Menu

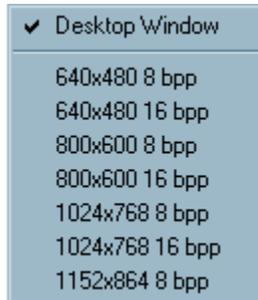This pull-down menu lets you choose from a number of resolutions and color depths from which to play the game.

✔	Desktop Window
	640x480 8 bpp
	640x480 16 bpp
	800x600 8 bpp
	800x600 16 bpp
	1024x768 8 bpp
	1024x768 16 bpp
	1152x864 8 bpp

Desktop Window

To play Virtual Pool 2 Preview in a desktop window, the Color Palette must be set to 256 colors or High Color.   The color palette setting can be changed under Settings in the Display portion of the Control Panel.

The other available resolutions for full-screen play are dependent on your video card configuration. Selecting different resolutions can have a significant effect on performance. You can check the performance statistics using the Video Statistics selection on the File Menu.

Keyboard Controls

Keyboard controls are used in conjunction with the mouse to interact with the Virtual Pool 2 Preview environment.   Control keys are used in conjunction with the mouse or affect mouse operation. Action keys perform frequently used game control functions. Option keys activate game options (also accessible via options menu) and activate chat mode.

Here is a list of keys by category:

Control Keys

Action Keys

Option Keys

Control Keys

A: Aim

The **A** key puts you into Aim Mode. If you are in Aim mode before shooting, Virtual Pool 2 Preview automatically puts you back into Aim Mode after you shoot . This key allows you to move back to Aim Mode from other modes like View Mode. Move the mouse left or right to aim the cue.   Move the mouse forward or backward to change the tilt of the table.   Hold the left mouse button and move the mouse backward to zoom in.   Hold the left mouse button and move the mouse forward to zoom out.   The view stays centered around the ball.   The Status Area will inform you when you are in Aim Mode.

S: Shoot

Hold the **S** key down and move the mouse backward for your backstroke, and then forward to strike the cue ball.   The faster you move the mouse forward, the harder you will strike the cue ball.   As with a real pool cue, a smooth stroke is very important.   The Status Area will inform you when you are in Shoot Mode.

V: Change View

Press **V** to select View Mode.   Move the mouse left and right to rotate the table.   Moving the mouse forward and backward changes the tilt of the table.   Hold the left mouse button and move the mouse forward/backward to Zoom the view.   Hold the **V** key down and move the mouse to change the center of view.   The center of view is the point about which the view rotates.   Changing to Aim mode will bring the view back to the cue ball (Aim) view.

M: Select and Move Ball

Hold the **M** key down to move the currently selected ball.   Hold the **H** key down to change the ball selection.   "Move" will only work on the cue ball when you have ball-in-hand during a game, or while in Trick/Setup Shots mode.   **H** only works in Trick/Setup Shots mode. You can move through other object balls if you turn on Amplify (**>**).

B: Raise Butt of Cue

For some advanced shots, such as the masse', you must hit the cue ball from above.   Hold down the **B** key and move the mouse forward or backward to bring the butt of the cue up or down.   The Status Area will display the cue angle, which will be reset to normal after the shot.

C: Move Center Point

Hold the **C** key and move the mouse to move the center point of the view to a different location on the screen.   Moving the view in this way does not affect the aim of the shot.

E: English: Move Cue Tip

Hold the **E** key and move the mouse to apply English (change the cue tip location on the cue ball).   The blue dot on the cue ball indicates where the cue tip will hit.   English is used to place spin on the cue ball, and can be very helpful in making what would otherwise be impossible shots.   Hitting the cue ball to the left or right of center places a left or right spin on the cue ball.   Hitting the cue ball above or below center puts a forward or backward spin on the cue ball.

F: Vary Force of Tracking Hit

This option is only available if Tracking is turned on.   While Tracking is on, hold the **F** key down and move the mouse forward or backward to change the force of the hit.   Tracking

Lines get longer as the mouse is pushed forward (Increase Force) and shorter as the mouse is pulled backward (Decrease Force).   Use the SPACE BAR to use exactly this amount of force.

H: Select Ball to Move

You must first press **M** to activate Move; then hold the **H** key and using the mouse, move the green cross-hair cursor over the ball to select.   When you release the **H** key the cursor will snap to the nearest ball.   Once the ball is selected, hold the **M** key to move the ball to the desired location.   This option is only available in Trick/Setup Shots Mode.

Left Mouse Button: Zoom

Hold the **left mouse button** down and move the mouse backward (down) to zoom in; move the mouse forward (up) to zoom out.

>:   Toggle Amplify

Press the greater than (**>**) key (no need to hold it) to toggle Amplify. "Amplify" will appear next to the mouse action on the action bar. Mouse movements are exaggerated while Amplify is turned on.   This option is used primarily for the break.

<:   Toggle Fine Tune

Press the less than (**<**) key (no need to hold it) to toggle Fine Tune.   "Fine Tune" will appear next to the mouse action on the action bar.   Mouse movements are much finer while Fine Tune is turned on.   Use this control when setting up balls for trick shots or anytime precision alignment is needed.   It also comes in handy for hitting the cue ball softly for delicate shots.

Space Bar: Shoot Tracked Shot

Press the **space bar** to shoot with the exact force shown by Tracking. You must have Tracking turned on (**T**) to use this control.

Action Keys

L: Toggle Table Lines

Press the **L** key to toggle the table lines off and on.

O: Overhead View

The **O** key changes to View Mode and shows a direct overhead view.

R: Replay Last Shot

Press **R** to replay the previous shot.   You can change the rate of replay (even during replay) with the plus and minus keys.   Replay is not available for remote play.

T: Toggle Tracking

The **T** key will toggle the Tracking Lines on and off.   Tracking shows you the path of every ball on the table, based on the current aim and force setting.   Each ball's path is indicated by a line of the same color as the ball (i.e., striped balls have striped paths and so on).   The Tracking Lines end where the ball will stop.   The exact path balls will follow is based partly on the force of the hit.   To hit the cue ball with exactly the force shown by Tracking, press the **space bar** instead of shooting the ball with the mouse.   Toggle Tracking only works during Trick/Setup Shots and Practice by Myself modes.

U: Undo

Press **U** to Undo the last shot.   The view will reset to the Aim and table position of the previous shot.   This is very useful for practicing shots. Undo only works during Trick/Setup Shots and Practice by Myself modes.

X: Examine Table

Snaps to an overhead view of the table while **X** is held down.

Y: Your View

The **Y** key snaps to the view previously set using **Ctrl-W**.

Z: Zip to Result

Press **Z** after you shoot to progress immediately to the end of the shot. **Z** will skip to the result of the shot, placing the balls where they would have ended up if allowed to roll naturally to a stop.   Zip is not available during remote play.

+/=: Increase Replay Rate

The plus (**+**) key (or the **=** key) will step up the replay rate to 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed.   The replay rate is shown at the top right of the status area and can be adjusted at any time, even during a replay.

-:   Decrease Replay Rate

The minus (**-**) key will slow down the replay rate to 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed.   Again, the replay rate is shown at the top right of the status area and can be adjusted at any time.

ESC or ALT: Opens Main Menu System

Press the **ESC** or **ALT** key to enter the Main Menu. The menu system can be exited by pressing the **ESC** key.

Option Keys

/ :   Send Message To Remote Player

Press the / key to send a text message to a remote player. Pressing **Enter** when you are done sends your message to the remote player. Pressing **ESC** cancels the current message.

Ctrl-A: Set Adversary Shooting View

Sets the camera view used while the computer or remote player is shooting. Go into View Mode, change to the view you want, and press **Ctrl-A**. To activate this view you must select Go To User Specified Opponent View in the Opponent View sheet of the Game Preferences dialog.

Ctrl-C: Call Shot

Brings up the Call Shot dialog where the player selects a ball and pocket. Call Shot is only valid for games of 8-Ball (except PUB rules) and Straight Pool.

Ctrl-G: Return to Game

Ctrl-G only works during a trick shot that was loaded during a trick shot video. It returns to the game in progress.

Ctrl-K: Kibitz Shot

You can ask the computer to recommend a shot by pressing **Ctrl-K**. The computer will suggest a shot using tracking. This feature only works in Practice by Myself mode.

Ctrl-L: Load Saved Game, Shot, or Tournament

Ctrl-L loads previously saved games/shots/tournaments.

Ctrl-M: Declare Miscall on Previous Shot

Virtual Pool 2 Preview uses the honor system for calling most shots.   If you pocket the wrong ball or put a ball in the wrong pocket, you can declare a Miscall by pressing **Ctrl-M**. (See **Call Shot**).

Ctrl-P: Push Out

Ctrl-P is only available in 9-Ball and 10-Ball.   After a break, the player who has control of the table has the option of calling a Push Out.   This allows the player to "push" the cue ball anywhere on the table, and does not require the player to hit any ball or rail.   The next player then has the option to take the next shot, or pass it back to the player who originally called the Push Out (also by entering **Ctrl-P**).

Ctrl-Q: Quit Current Match

Ctrl-Q quits the current match - don't worry if you hit it by accident, you will be asked to confirm this option.   Game and Foul totals will reset to zero for both players.

Ctrl-S: Save Game, Shot, or Tournament

Ctrl-S saves the current game/shot/tournament.   You can use this to save a game to resume later, or you can use it to save trick shots.   You must enter a name to save the game/shot/tournament under.

Ctrl-T: Change Player Turn

If you want to change whose turn it is, press **Ctrl-T** and play will go to the other player

without the movement of any balls or the assessment of any fouls.

Ctrl-V: Return to Video

Ctrl-V returns to the video.   This only works during a trick shot that was loaded during a trick shot video.

Ctrl-W: Set Momentary User View

Sets the camera view for user momentary view (**Y** key). Go into View Mode, change to the view you want, and enter **Ctrl-W**. Then use the **Y** key to jump to that view at any time.

Ctrl-[:   Called Safety

Pressing **Ctrl-[** declares a Called Safety. Called Safeties only apply to BCA rules 8-Ball and Straight Pool. A Called Safety means that the turn will change to your opponent even if you pocket a ball. You do not need to call a safety unless you intend to pocket a ball on a safety play.
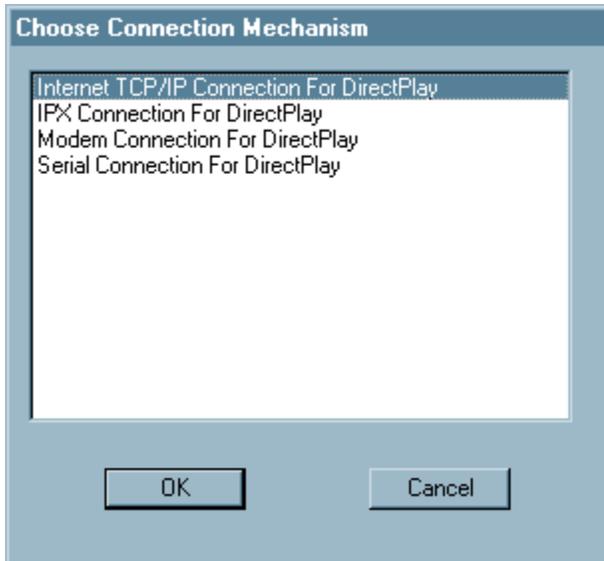
INS: Spot Selected Ball

INS brings up the Spot/Pocket Ball Menu.   The Spot/Pocket function only works during Trick/Setup Shots   mode.

Remote Play

You can play Virtual Pool 2 Preview against a person on another computer. The remote play connection types supported include:

- Local Area Network IPX or TCP/IP
- Internet
- Modem
- Serial Cable

The first step in connecting to a remote player is specifying the connection type. After choosing New Game with Remote Player specified, a Choose Connection Mechanism dialog prompts you for the connection type. You must choose the same connection type as the other person. A "Create or Connect to Game?" dialog then asks if you are the creator or the connector. The procedure for the creator or connector varies depending on the connection type.

The creator determines the game, match goal, and table for the match.   Once the connection is established, there is an active and remote player. The active player is the player shooting. When you are the remote player, many menu functions and Virtual Pool 2 Preview control keys are inactive. The active player has full interface functionality and can even start new games or load new games. If the active player starts a new game, the remote player will also change to the new game. There are a few controls not allowed in remote play, such as Tracking and Undo. Only the active player may select Replay.

The basic procedure by connection type is:

IPX
Creator
Enter the game name. The game name identifies you to the connector.

Wait for connection.

Connector
Select a session from the list. If the list is empty or you don't see the name you are

looking for, hit refresh, the creator may have created the game after you tried to connect.

You should connect after selecting OK.

TCP/IP

Creator

Enter the game name. The game name identifies you to the connector.

Wait for connection.

Connector

Enter the TCP/IP address of the creator you wish to connect with. The creator can get the address by running the "winipcfg" program.

Select a session from the list. If the list is empty or you don't see the name you are looking for, hit refresh, the creator may have created the game after you tried to connect.

You should connect after selecting OK. TCP/IP has a few seconds delay on connection.

Modem

Creator

Enter the game name. The game name identifies you to the connector.

Wait for connection.

Connector

Enter the phone number of the creator.

Select a session from the list.

You should connect after selecting OK.

Serial

Creator

Enter the game name. The game name identifies you to the connector.

Enter your serial connection parameters.

Wait for connection.

Connector

Enter your serial connection parameters.   They must be the same as the connector's with the exception of the port number.

Select a session from the list.

You should connect after selecting OK.

If for any reason you lose the connection, save the game. If either player has saved the game, it can be loaded upon re-connect by the active player. If you are not the active player and you have the saved game, have the active player select Change Turn from the Options menu to allow you to load the game.

Tracking and Force

Have you ever wished that you could tell exactly what those ricocheting balls are going to do before you take the shot and test your luck?   In Virtual Pool 2 Preview you can do just that.   *Tracking* lets you see the projected paths of the balls, depending on how you're about to strike them.   Press **T** to turn Tracking on - colored lines will appear, showing where the balls will roll.   The colors of the lines correspond to the colors of the balls; logically, solid-colored balls have solid lines and striped balls have dashed lines.   As you move the mouse to adjust the aim, the Tracking Lines will shift in response.   Just like in real pool, how hard you hit the balls makes a difference as to where they'll end up.   You can change the force setting by holding down the **F** key and either moving the mouse forward to increase force or backward to decrease force.

While Tracking is on, you can take the shot with the exact amount of force shown by pressing the **space bar**.   If you shoot the shot in the usual way, the balls may not follow the same paths because the force may be different.   Moving the cue tip on the cue ball or changing the cue angle also affects the tracking lines.   Tracking is not available during computer or human opponent play.

The Table

The table in Virtual Pool 2 Preview is a standard 4½ x 9ft. tournament table.   Table adjustments allow you to tailor the table to your skill level and desired playing difficulty.

The table has three preset adjustments: Amateur, Pro, or Champ. Selecting a preset changes the table parameter sliders. You can further customize any preset by moving the sliders. Moving sliders to the right make the table more difficult and the left easier. When a slider is moved, "Table setting has been customized" will highlight at the lower left hand corner. If you wish to remove customization just click on a preset again. The adjustable parameters are:

Table Speed - changes how fast the balls slow down when rolling

Rail Speed - changes the rail rebound

Pocket Size - changes the size of the pockets

Pocket Cut - changes the angle cut of the pockets

Try starting with the Amateur Table and play until you are proficient at making shots and get a feel for the table speed. When you think you need a challenge, move up to the Pro Table. The Champ table is for Virtual Pool 2 Preview sharks. Most pool halls have tables set up like Amateur Tables with some having a few set up like Pro Tables. Championship tables are usually only found at tournaments and often only in the finals.

4-Ball Rules

The preview version is a 4 ball variation of 9-Ball. Basically 9-Ball rules with only the 1, 2, 3, and 9 balls.

For a legal shot, the cue ball must hit a ball and then either a) the cue ball must hit a rail, b) an object ball must hit a rail, or c) an object ball must be pocketed.   If none of the above conditions are met, the shot is a foul. The penalty for a foul is ball in hand.

A turn ends when the player fouls or fails to pocket a ball.

The object of the game is to sink the 9-ball. The lowest numbered ball on the table must be hit first.   Failure to do so results in ball-in-hand for the opponent.   The 9-ball can be pocketed at any time as long as the lowest numbered ball is hit first.   An illegally-pocketed 9-ball is spotted; others stay down.

Appendix A: Helpful Hints

- Use the Amplify feature when breaking (taking the first shot of the game).
- Practice with Tracking on until you feel comfortable lining up shots yourself. Experiment with Tracking.
- Line up difficult shots without Tracking, then turn Tracking on to see how close you came.   Remember, anything you learn here can be applied to a real pool table.
- Use the Replay feature to see how you can correct missed shots.
- The force with which you strike the cue ball has an effect on the path the cue ball will take, especially when you add some draw, follow, or English.   Use Tracking to experiment with varying force and different cue tip positions.
- Be conservative with cue tip placements and shot power. Remember, the player who best controls the cue ball is the superior player.
- Practice masse' shots and jump shots before attempting them in games. They are very difficult and practice gives you a feel for the shot.
- Practice banks using varying speed to get a feel for the rail and ball curvature effects on banks.

Appendix B: Glossary

3-Ball   A pool game played with 3 balls, where the object is to pocket the last ball on the table.

6-Ball   A pool game played with 6 balls, where the object is to pocket the six ball.

8-Ball   A pool game where the object is to pocket all of the striped or solid balls, saving the 8-ball for last.

9-Ball   A pool game played with 9 balls, where the object is to sink the 9 ball.

10-Ball   A pool game played with 10 balls, where the object is to sink the 10 ball.

Amplify   Mouse movements are exaggerated when amplify is on, causing mouse movements to make larger changes.

Ball-in-hand   A player who has ball-in-hand can place the ball anywhere on the table or (depending on the game and situation) anywhere behind the head string.

Bank   Playing a ball off of one or more rails and then into a pocket.

Bank Pool   A pool game where the object is to score 8 balls by banking them in.

Blast   A shot with high velocity.

Break   The first shot; the one which scatters the racked balls.

Call Shot   Specifying the ball and pocket for a shot attempt.

Carom Shot   Playing any ball off an object ball to knock another object ball into a pocket.

Combination   Playing a shot that hits multiple object balls in a series and pockets the last object ball hit.

Cue Ball   The white ball that you hit with the cue stick so that it strikes the other balls.

Cue Stick   The stick used to hit the cue ball.

Cue Tip   The end of the cue stick that makes contact with the cue ball.

Diamonds   Markers on the table that are used to assist aiming banks and kick shots.   The markers and the pockets divide the long side of the table into eight equal parts.   The markers divide the short side of the table into four equal parts.

Draw   Hitting the cue ball below center, producing back spin on the ball.

End Rail   The rails at either end of the table.

English   Hitting the cue ball off center to the right or left producing right or left spin on the ball.

Fine Tune   Mouse movements are more precise when Fine Tune is on, causing mouse movements to make smaller changes.

Follow   Hitting the cue ball above center, producing top spin on the ball.

Foot Spot   Where the balls are racked and spotted.

Foul   An infraction of the rules of play as defined in either the general or the specific game rules.   The penalty depends on the game.

Frozen   A ball which is touching the rail or another ball.

Handicap   An advantage given to the lesser player to make the chance of winning even.

Head String   The imaginary line between the two center diamonds at the head of the table.   You must break from behind this line.

House Rules	Many pool halls and bars have their own specific set of rules for a game. For instance, many places don't allow masse' shots for fear of damage to the tables' felt.
In Out	The British term for **Scratch**.
Inning	One player's turn at the table. Ends at the end of a game, a missed shot, or a foul.
Jump Shot	Jumping the cue ball over other balls by hitting down on the ball with a raised butt and bouncing the cue off the table. Digging under the cue ball is illegal.
Kiss Shot	Hitting two frozen object balls at an angle so that an object ball is pocketed along the line perpendicular to the frozen balls.
Kitchen	The area behind the head string.
Masse'	A shot in which extreme English is applied to the cue ball by means of elevating the butt of the cue.
Miscall	Making a shot other than the one intended.
Object Ball	Any ball hit by the cue ball.
One Pocket	A pool game where the object is to score 8 balls into your pocket.
Pocket	To legally sink a ball into a pocket. The word "make" is also used.
Position	To pocket a ball and leave the cue ball in position for the next shot.
Pot	The British term for **Pocket** a ball.
Race	To play a match where the winner is the first to win a specified number of games.
Rack	To set up balls at the beginning of the game; also, the cluster of balls set up at the beginning of a game.
Rails	The raised edges of the playing surface off which the balls bounce.
Rating	A players rank determined by a points trading system where you gain/lose points for every game. Point count gained/lost is dependent on difference in player ratings.
Rotation Pool	A pool game where you have to sink the balls in numerical order. Each ball is worth its number in points, first player to 61 wins.
Run	To make several consecutive balls.
Run Out	To make all of the balls on the table without giving your opponent a chance to shoot.
Scratch	Pocketing the cue ball.
Side Rail	The rails on the sides of the table.
Slop	A ball that is pocketed by luck.
Spot	To place a ball at the foot spot as a result of a scratch or other foul.
Straight Pool	A game where the balls are worth one point each and can be pocketed in any order. The game is played up to a pre-set number of points.
Tracking	Feature of Virtual Pool 2 Preview that shows you the exact path of every ball on the table, based on the current Aim and Force level.

Quick Reference

A: **Aim**

B:	**Raise Butt of Cue**
C:	**Move Center Point**
E:	**English: Move Cue Tip**
F:	**Vary Tracking Force**
H:	**Select Another Ball To Move**
L:	**Toggle Table Lines**
M:	**Select And Move Ball**
O:	**Overhead View**
R:	**Replay Last Shot**
S:	**Shoot**
T:	**Toggle Tracking**
U:	**Undo**
V:	**Change View**
X:	**Examine Table**
Y:	**Your User View**
Z:	**Zip To Result**
>:	**Toggle Amplify**
<:	**Toggle Fine Tune**
+/=:	**Increase Replay Rate**
-:	**Decrease Replay Rate**
/ :	**Type Chat Message**
L Mouse:	**Zoom**
Ctrl-A:	**Set Adversary View**
Ctrl-C:	**Call Shot**
Ctrl-D:	**Draw Game**
Ctrl-G:	**Return To Game**
Ctrl-K:	**Kibitz Shot**
Ctrl-L:	**Load Saved Game/Position**
Ctrl-M:	**Miscall Last Shot**
Ctrl-P:	**Push Out**
Ctrl-Q:	**Quit Current Match**
Ctrl-S:	**Save Game Or Position**
Ctrl-T:	**Change Player Turn**
Ctrl-V:	**Return To Video**
Ctrl-W:	**Set User View**
Ctrl-[:	**Called Safety**
INS:	**Spot/Pocket Ball Menu**
ESC/ ALT:	**Enter Menu System**