

Skidmarks 2 Car Disks

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COLLABORATORS

	<i>TITLE :</i> Skidmarks 2 Car Disks		
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Chapter 1

Skidmarks 2 Car Disks

1.1 Skidmarks 2 Car Disks Guide

SKIDMARKS 2 AGA CAR DISKS

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1.2 About

All cars designed and rendered by: Andrew Bolt

14 Station Road

Greenmount

Bury

Lancs

BL8 4BJ

This 2 disk set contains **four AGA cars** for use with Skidmarks 2, scripts for installation to hard and floppy disks, and this documentation.

The imagine models used for these cars are entirely my own, and took many hours to create. In addition, each car, which consists of 800 frames of animation, took between 12 and 48 hours to render on my un-accelerated, 2Mb ram, 420Mb HD A1200, in full imagine raytrace mode.

These disks are copyright Andrew Bolt, but can be freely distributed as long as they remain unchanged, and that you don't ask for more than a reasonable copying and media fee, ie. about £2 per disk.

I make no guarantees about the content or reliability of these disks,

especially the install routines, which you are using at your own risk, although they have all been thoroughly tested. Make sure you use a back up copy of your program disk if installing to floppy drive.

Skidmarks is copyright Acid Software. These disks are not official or endorsed Acid upgrades.

1.3 Installing The Car Disks

Installation

Note - These cars will not work if you are using the "Skid1meg" version of Skidmarks 2

[Installing to hard disk](#)

[Installing to floppy disk](#)

[Playing from hard disk](#)

[Playing from 1 floppy drive](#)

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1.4 Hard Disk Installation

Hard Disk Installation

To install to hard disk first boot Workbench from your hard drive and insert this disk. Then simply double click on the hard disk installer icon and the cars will be automatically installed. Make sure that Skidmarks 2 and the original Skidmarks Car Disks are already properly installed on your hard drive. You will need just under 2 Mb for the installation.

You will need to have the "installer" utility in the "C" directory of your hard disk for this to work. I have been unable to distribute it on this disk as it is over 100k and I think you need some sort of license off Commodore. If you haven't got the utility you'll probably find it on a disk somewhere. I have found copies on Wordworth 2, Klondike 3 HD, and RDPrep hard disk installer. Simply copy it into your workbench c directory and the installation utility will work perfectly.

If you are unable to find a copy of the installer then the installation is very simple to do manually. Simply open the Skid2 directory on your hard drive and select "Show-> all files" from the Workbench window menu. A drawer called "vehicles" should appear in the Skid2 window. Now open the vehicles drawer on one of my disks and drag the ????.set and ????.aga files for any cars you wish to install over into the vehicles drawer on your hard disk.

1.5 Floppy Disk Installation

Floppy Disk Installation

To use the extra car disks a few files have to be copied over to your Skidmarks 2 program disk. They are quite small so there should be plenty of room for them. Please make sure you are using a **BACKUP COPY** of your program disk.

To transfer the files simply double click on the floppy disk installation utility and they will be automatically copied across.

1.6 Using the cars from hard disk

Using The Extra Cars From Hard Disk

Simply run Skidmarks as usual and if the cars are correctly installed they will appear and load as normal.

1.7 Using the cars from one floppy drive

Using The Cars From One Floppy Drive

Unfortunately this is a little bit tricky. At first I thought it would be impossible but it can be done.

If the cars have been correctly installed then the new cars should appear in the selection screen in the same way as the originals.

If you are using the cars from one disk drive you will be unable to load a track and one of my cars at once. You will have to first select one of the original Skidmarks Cars, choose your track, and then when the race starts, press escape. You will now be able to change your car to one of mine, but before you select okay it is important the the correct car disk is already in the drive.

In general never attempt to change a track and car in one go, and always have the correct car disk in the drive before you attempt to load it.

This is necessary because Skidmarks looks for the car on whatever disk is in the drive and then if it doesn't find the car it asks for one of the original car disks. If you don't have the right car disk in the drive at the right time then at best the car won't load or at worst the game will crash.

I wouldn't advise trying to use two different cars from different disks either unless you only change one car at once.

1.8 Using The Cars From Two Or More Floppy Drives

Using The Cars From Two Or More Floppy Drives

If you have installed the cars correctly they should appear as normal on the car selection screen.

To use cars with two or more floppy drives you should load Skidmarks from the internal disk drive, and then replace the program disk with one of the new car disks containing the car you wish to load. (It is helpful to write which cars are on which disk on the labels). Put a track disk in the external drive. When a car is loaded from one of my disks a message will appear saying "Loading from hard disk"

You should now be able to use Skidmarks as normal as long as you remember to always have the correct car disk in the internal drive before you try to load a car off it. Things could get tricky if you try to load two of my cars of separate disks at once, but you should be OK if you only load one into memory at a time.

I only have one floppy drive so I have been unable to test this. If you have trouble then follow instructions for single floppy drive users.

1.9 Upgrading Your Car Disks

Upgrading Your Car Disks

Upgrading these disks costs just SIX QUID! For this you will receive an extra **TWELVE CARS**, bringing the total in your Skidmarks garage up to a massive 24 cars. You will also get details of any further vehicles that become available, and full support if you have any problems with the cars or installation. This is better value than some PD libraries! On Car Disk 2 there is an "Upgrade Cars" drawer, open this for icon previews of the 12 cars.

Imagine users who would like copies of the objects used to create all 16 of my cars just add an extra £2.

Send your name and address together with any comments on the cars, details of any other vehicles you would like to see in the future, and a cheque or postal order made payable to: Andrew Bolt,

14 Station Road,

(Please state Floppy or HD Version) Greenmount,

Bury,

Lancashire.

Price Includes P&P BL8 4BJ.

1.10 Cars on these disks

Cars On These Disks

Disk 1:

Supra

This is a mean, sleek supercar, based on the new Toyota Supra, but it has turned out looking a bit more like an F40 or Bugatti supercar now rendered. It features large front air dam, massive wheels shod with ultra low profile tyres and an outrageously big curved rear spoiler. Looks best in black.

Truck Cab

This solid vehicle is a big truck, minus its trailer. Includes tall vertical exhaust pipes, 8 litre diesel engine and lots of wheels (6).

Always wins in colisions with cars.

DISK 2:

Land Rover

The classic Land Rover is still going strong today after 20 odd years and is the ultimate rugged 4x4 off road machine. Includes original two tone paint work.

Wheel Chair

Not for the faint hearted. Choose this vehicle and you are placed in control of a crappy 20 year old NHS wheelchair. Very funny when driven head on into Trucks, Buses, Tanks etc.

Cars Available For Just £8

1.11 Cars Sent With Upgrade

Extra Car Disks

If you **upgrade** your Skidmarks Car disks, for the bargain price of just £6, you will get these extra TWELVE vehicles.

See the "Upgrade Vehicles" drawer on Car Disk 2 for previews of the 12 extra cars available.

Cosworth

This rally machine is somewhere between an Escort Cosworth and an Aston Martin Vantage, two of my favourite cars. It features an enormous whale tail rear spoiler. This car was a winner in the Amiga Format Imagine Built My Hotrod Competition. Unfortunately it wasn't included in Skidmarks 2, but it is now.

Dragster

A top fuel 2000 HP dragster. Not too good on bends. Engine tends to blow up

after a few laps. Features include parachute assisted braking system.

Tank

Literally crush the opposition in this 8 ton, 6 litre, V8 piece of military hardware. Features include go anywhere capability, and bullet proof undentable body panels. Cannon shells are an optional extra.

Dick Dastardly Car

I can't remember exactly what his car was like but this is probably the kind of thing he would drive. Features rocket engine and jet fighter design, suspended 6 feet above the road on long legs for unfair overtaking advantage. Muttly not included.

Reliant Robin

Race this classic three wheeler at break-neck speeds. Features include one wheel drive for extra off road ability, single cylinder 500cc engine for ease of maintenance, and a highly advanced, light weight, silicon fibre composite bodyshell (fibreglass) to fight corrosion as you are left on the starting line.

Bus

Now 800 people can participate in a game of Skidmarks! Each double decker bus comes with 100 passengers free of charge. These are no crumbly old Routemasters either, but brand new hi-tec, top of the range racing machines.

JCB

Ever wanted to get rid of an annoying bump or re-sculpt your favourite Skidmarks track? With this authentic JCB earth mover you can now carry out essential maintenance repairs to your tracks. Features front and rear buckets, only available in yellow. Max speed, 19 mph.

Roller Scater

Take control of this roller skater with a death wish. High speed head on colisions with buses are funny, as you watch your maniac on wheels become a blob of human mess on the windscreen

Go-Kart

Small one cylinder go-kart, very fast, light and manoeuvrable. No room for passengers though. This is not the Imagine object already supplied with Skidmarks 2

Convertible

A classic American 2 seater convertible cruiser, with full interior detail and complete with driver on the wrong side. Not very good in wet wether.

Fighter Jet

Fly your F-466452/a at Mach 20, 3 feet above ground level. Features twin

20000 hp engines, an arsenal of heat seeking missiles, and machine gun with 5000 rounds of ammunition.

Big Foot

The monster trucks already supplied with Skidmarks don't really have very big wheels. This one does. The ultimate traffic jam beater/ pedestrian squasher.