

**Alien**

**COLLABORATORS**

|               |                         |                   |                  |
|---------------|-------------------------|-------------------|------------------|
|               | <i>TITLE :</i><br>Alien |                   |                  |
| <i>ACTION</i> | <i>NAME</i>             | <i>DATE</i>       | <i>SIGNATURE</i> |
| WRITTEN BY    |                         | February 12, 2023 |                  |

**REVISION HISTORY**

| <i>NUMBER</i> | <i>DATE</i> | <i>DESCRIPTION</i> | <i>NAME</i> |
|---------------|-------------|--------------------|-------------|
|               |             |                    |             |

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# Chapter 1

## Alien

### 1.1 Contents

Alien Breed II - The Killing Grounds Save Game Editor v1.21  
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- I. Introduction
  - Introduction to the editor.
- II. Installation
  - How to install the editor to your hard disk.
- III. Requirements
  - What files do you need to run the editor.
- IV. Using The Editor
  - How to load and use the editor.
- V. Authors
  - Who wrote the editor.
- VI. Known Bugs
  - Known bugs and how to report them.
- VII. Distribution
  - Who can distribute the editor.
- VIII. Miscellaneous
  - Miscellaneous information.
- IX. Future Additions
  - Futures additions to be done.
- X. Revision History
  - Bug fixes and additions to the editor.

Written by /\uffin

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Save game format cracked by Ghandi

## 1.2 Introduction

Welcome to the ULTIMATE Alien Breed 3D II - TKG Save Game Editor, as you have probably already guessed this program allows you to edit the saved game data used in Alien Breed 3D II - TKG.

With the editor you are able to alter the following parameters;

- Playing level
- Players health
- Players weapons
- Weapon ammunition
- Whether player has the jet pac

The editor is now a fully functioning commodity, and therefore with a utility like 'Exchange' you are able to;

- Show/hide editors interface
- Remove editor
- Activate/Deactivate the editors interface
- Use the editors hotkey to show the interface

Tooltypes are NOT supported in this version of the editor and so you will not be able to use CX\_POPUP, CX\_POPKEY etc...

The editor was written using Blitz Basic 2.1 and the Blitz Support Suite on an Amiga 1200, Blizzard 1260/50, 18MB RAM, workbench 3.1.

Note : Team 17 have been rather sneaky with the way that the save game data works, when you choose the load game option you have the choice of five game slots and a 'New Game' option, this 'New Game' option is actually game slot 0! As such with the editor you are also able to change this, however when Alien Breed 3D II - TKG first loads it does not use this 'New Game' to set up the defaults, so you will have to load it in for it to take effect, (another poor programming technique employed by the game writers).

## 1.3 Installation

To install the editor to your harddisk, just copy the executable to where you want it.

As the guide now uses imgs to aid in the description on how to use the editor if you want to keep the guide, you should also copy the 'images' drawer to the same directory on your hard disk as the guide.

## 1.4 Requirements

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- Alien Breed 3D II - The Killing Grounds ;-)
- commodities.library
- gadtools.library
- reqtools.library v37+
- workbench 3.0+

## 1.5 Using The Editor

### Loading The Editor

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On double clicking the editors icon will cause the editor to load. When loading from workbench the editor will automatically try to use the tooltypes.

The editor opens up its original interface on the frontmost screen (normally the screen that you double clicked the icon on, if you have not defined one with the tooltypes).

### Using The Editor As A Commodity

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As the editor is now a fully functioning commodity you are able to control it using the exchange (or similar) utility supplied with workbench.

However tooltypes CX\_POPUP, CX\_POPKEY etc. are not supported in this version of the editor.

### Fig 01 Show/Hide Interface

Clicking on the 'Show Interface' will open up the editors interface if it is hidden, otherwise it will do nothing. If you have 'Inactivated' the editor it will be made 'Active' on showing the interface.

Clicking on the 'Hide Interface' will close down the editors interface if it is open, otherwise it will do nothing.

### Fig 02 Activate/Inactivate Interface

This is a cycle gadget and so you every click will rotate between 'Active' and 'Inactive'. The editors status is whatever the cycle gadget is showing. Making the editor 'Inactive' will cause the editors interface to become locked. When clicking on the editors interface your mouse pointer will show the busy state and none of the buttons highlight etc.

When making the editor 'Active' it causes the editors interface to become unlocked. The editors interface automatically becomes 'Active' when you show the editor.

### Fig 03 Remove Editor

Clicking the 'Remove' gadget closes down the editor, it does the same as clicking on the windows close gadget.

Hot Key <ctrl alt b>

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If the editors interface is hidden and you press the hotkey <ctrl alt b> the editors interface will appear, otherwise it will do nothing. It does the same as clicking on the 'Show Interface' button.

#### Using The Editors Interface

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Fig 04 TKG2: <P>ath

Use the string gadget to type in the path to the tkg2: assign, or location of the 'boot.dat' file. Or use the '^' gadget to select a path using a requester. (Note, tkg2: is the default path, even if it does not exist!)

If the string gadget is empty the 'Load' and 'Save' gadgets will be ghosted.

Fig 05 Playing Level

This cycle gadget denotes the level that the save game will start on, this currently only supports levels 'A-P' not having tried the level editors I am unsure whether you can create levels past 'P'.

Fig 06 Game Slots

Select a game slot to edit, once selected the gadgets will be updated with that slots data.

Fig 07 Weapons

Click the checkboxes to select which weapons the player is to have, once a weapon is selected you will be able to alter the ammunition for that weapon. (Note, Shotgun is always selected!)

Fig 08 Health

Move the scroll bar to alter the amount of health the player will have from 0-10000. (Note, if you choose '0' the player will start off dead!)

Fig 09 Options

Load <L> - This loads the 'boot.dat' file from the selected path.

Save <S> - This saves the 'boot.dat' file to the selected path.

About <A> - This displays information about the editor.

Fig 10 Ammunition

Move the scroll bars to alter the amount of ammunition for each weapon the player will have from 0-10000. (Note, during the game 'Laser' and 'MegaLaser' both use the same ammunition therefore there is only one scroll bar. This is also the same for 'Single-Plasma' and 'Multi-Plasma'.)

## 1.6 Authors

Alien Breed 3D II - TKG Save Game Editor was written by /\/>\uffin  
Save game format cracked by Ghandi

For

bug reports or suggestions  
contact /\uffin or Ghandi at,

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## 1.7 Bug Reports And Suggestions

As far as I know the editor does not have any bugs at all! ←

However if you

do find some bugs please do not hesitate to contact us via one of the means  
in

Authors

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Note : There is quirk in reqtools.library, the about requester for the editor is quite large and if you are only running a screen which is 256 pixels or less high and your screen font is larger than 'topaz 8', you will find that the 'okay' button is inside the window and that some of the text is possibly missing!

My only suggestion is that you temporarily open a screenmode that is 512 pixels high 'hires laced' this way you will be able to open the about requester and view all the information.

## 1.8 Distribution

Unlike previous version of the editor I now have proper InterNET access and so will be uploading the editor to the AmiNET myself from now on. Also my EMail adress is actually mine and not somebody elses account so you can write mail to me directly (Amiga Format).

## 1.9 Odds And Ends

- As you may be aware other editors have been popping up from all over Europe, from the response I have recieved and from the number of different PD disks and magazine cover disks/CDs that this editor has appeared on compared to the rivals, this editor is the BEST!
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- As I mentioned above this editor has appeared on so many PD disks and magazine coverdisks/CDs that it would be nice to get something for my hard work! The editor is 'Freeware', however it would be nice if the users of the program sent me some of the following to show their appreciation;
  - Cash (any currency, though English sterling will be more welcomed).
  - Erasure's Wonderland CD album.
  - Erasure's Crackers International CD EP.
  - Any other Erasure CD singles.
  - Plugins for Lightwave.
  - Indiana Jones and the Fate of Atlantis (the adventure game).
  - Any other software that you would like to give me, however make sure that it works on a machine with Workbench 3.1, and is compatible with an 060, or does not need fast ram if it is not compatible.
  - Playstation games.

## 1.10 Future Additions

- Improve code optimisations.
- ~Add tooltype support.
- ~Add CLI support.
- Make the editor fully font sensitive.

## 1.11 Revision History

| Version | Date       | Comments                                                                                                                                                                                                                             |
|---------|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1.00    | 10.08.1996 | · First public release.                                                                                                                                                                                                              |
| 1.10    | 11.08.1996 | · Removed the bug which stopped the jetpac being detected and enabled if it had been used during a game.<br>· Released on Amiga Format cover disk AF90b.<br>· Released on Games Blaster (Online PD).                                 |
| 1.15    | 19.08.1996 | · Uses a new method of determining whether reqtools.library exists, so as not opening the library twice and so saving memory and creating a smaller executable.<br>· Added keyboard shortcuts to <L>oad, <S>ave and <A>bout buttons. |
| 1.16    | 16.10.1996 | · Removed the bug with the rendering of the GUI using a font other than topaz 8 as a screen font.<br>· Released on Amiga Format cover CD 10.                                                                                         |
| 1.20    | 21.12.1996 | · After a large response of floppy disk users to the program the default path of the requester has been altered to default to 'TKG2:' as this is where the 'boot.dat' file is for floppy users (or that is                           |

what I have been told as I don't actually have the game myself).

- Added a keyboard shortcut key to the 'TKG2:' <P>ath to activate the string gadget.
- Added a proper version string to the executable so that if you are using a program like DOpus you can copy the new file over properly.
- Changed the file requester gadget size so that in the future the proper workbench file requester image can be used.
- Changed the keyboard reading routine so that it uses vanilla keys and not raw keys, this does not rely on keyboard layout and so any keymap can be used correctly.
- Changed the about window so that it included my telephone number and address so that you know how to contact me with out having to keep the guide.
- Removed the bug where if you chose an option that has a keyboard shortcut with the mouse or key and then chose another option with a keyboard shortcut the last option you chose would also be activated.
- Removed the bug where if you entered a new 'TKG2:' path in the string gadget before ever using the file requester, the requester uses 'TKG2:' and not the entered path.
- Removed the bug where if you clicked any of the option buttons with the mouse they highlighted twice.

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|------|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1.21 | 13.04.1997 | <ul style="list-style-type: none"><li>• Recompiled with the awesome Blitz Support Suite.</li><li>• Changed the email address and BBS number to the new correct ones.</li><li>• Made the editor a fully functioning commodity.</li><li>• Added images to the guide.</li><li>• Optimised the code making the final executable require fractionally less memory and slightly smaller in size.</li><li>• Removed the bug where if you deselected one of either the 'laser / mega laser' or 'plasma / multiplasma' while one of each was selected the ammunition bar did not ghost.</li></ul> |
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