AB3DII-TKE

Christian Nylén and Vision64 Entertainment

COLLABORATORS

	TITLE : AB3DII-TKE		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Christian Nylén and Vision64 Entertainment	July 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

AB3DII-TKE

1.1   The Killing Editor - Index

                     The Killing Editor Copyright © 1997 Team17 Software Ltd
          ----

              Programed by Christian Nylén, Vision64 Entertainment
               Beta tested by Lennart Fridén, Dawn AmiProductions

                            ** FREEWARE **

                   Introduction

                   Distribution

                   Requirements

                   Installation

                   Features

                   Usage

                   Bugs?

                   History

                   About

1.2   The Killing Editor - Introduction

This is the guide to the new replacement editor for all the original
editors to the game "AlienBreed3D II - The Killing grounds".
The main reason why i started to make this editor is that i dont like
AMOS, i wanted to have the editors in workbench and a big editor that
have every editor in one program so i started to make AB3DII-TKE and

it stands for "The Killing Editor". TKE is made in %100 assembler
so it is very fast and system frendly.

1.3   The Killing Editor - Distribution

The Killing Editor can be freely distributed as long as all files ←
                in the
archive are included and unaltered. Not for commercial use without a
permission from the
                author
                .

1.4   The Killing Editor - Requirements

To use "The Killing Editor" you need

  - 1mb memory
  - Kickstart 3.0 or higher
  - Harddrive

and the ORIGINAL version of the game AB3DII-TKG, using an illegal copy
of this game is a crime. Piracy is killing the amiga, if you are aware
of anybody commiting this crime please contact the

"Federation Against Software Theft" (FAST) on 01753-527999.

1.5   The Killing Editor - Installation

To install "The Killing Editor" you only need to copy 4 files to AB3:

AB3DII-TKE/AB3DII-TKE
AB3DII-TKE/AB3DII-TKE.info
AB3DII-TKE/AB3DII-TKE.guide
AB3DII-TKE/AB3DII-TKE.guide.info

And delete 2 files

AB3:Linkup
AB3:Includes/newlinkup.aminc

1.6   The Killing Editor - Features

v0.1:

  - Linkup

1.7   The Killing Editor - Usage

* Linkup

  To linkup a level you only need to press a button, you can see the level
  names to at the right of the button.

1.8   The Killing Editor - Bugs?

v0.1:

  – None

1.9   The Killing Editor - History

v0.1:

  – Working version of the Linkup editor

1.10   The Killing Editor - About

"The Killing Editor" is made in HiSoft Devpac and has been tested on

A1200 Cobra   68030/FPU/MMU 40mhz 2+8MB memory, Kick 3.0 (author)
A1200 Blizzard 68030/MMU   50mhz 2+8MB memory, Kick 3.0

Bugs,errors,comments,suggestions are always welcome! btw, always mention
your Amiga configuration and TKE version when sending bug reports.

E-Mail: chrnyl@algonet.se
WWW: http://www.algonet.se/~chrnyl/index.html

New versions and info can be found at the official homepage at
"http://www.algonet.se/~lenfri/tke.html" or on my own page.