



Objectives

[See Also](#)

This game isn't particularly complicated, by any means, but here's a quick list of what you're supposed to do, in case you haven't figured it out already:

Main objectives

- Stay alive (don't get eaten by a ghost).
- Eat all the balls in the level to move on to the next level.
- Eat ghosts and bonuses to get lots of points.

Secondary objectives

- Get more points than the other player (Two Player and Two Player Competitive modes).
- Pass more levels than the other player (Two Player mode).
- Help the other player out (Two Player Cooperative mode).



Controls

Default Controls:

Player 1

Up: Up Arrow
Right: Right Arrow
Down: Down Arrow
Left: Left Arrow

Player 2

Up: W
Right: D
Down: S
Left: A

Scorebar

Up: Page Up
Right: End
Down: Page Down
Left: Home

Pause: Space bar

Save Screenshot: F4

Custom Controls:

To customize the keyboard controls, choose View|Options... from the main menu and click on the [Keyboard](#) tab.



Introduction

WinPac 2 is an arcade-style game for Windows much akin to the arcade classic Pac-Man™ (I make no claims of originality on the game concept here, so don't bother me about it). It was written in Borland Delphi 2.0 (<http://www.borland.com/>). All graphics were rendered using POV-Ray 3.0 for Windows (<http://www.povray.org/>), and all sounds were created using Sean O'Conner's Sound Effects Generator (<http://www.cityscape.co.uk/users/gx96/>). I also used a few tools I wrote specifically for use in designing WinPac 2. They may or may not be made publicly available on my [web site](http://www.televar.com/~dauwaldt/) (<http://www.televar.com/~dauwaldt/>) one of these days. Special thanks go out to Jeff Heaton, who got this whole thing started with his article on High Speed Win32 Animation in the August 1996 Issue of *C/C++ Users Journal*.

Minimum System Requirements

- 486 DX2/66 processor
- Windows 95, Windows NT 4.0, or successive operating system
- Display adapter capable of 8-bit (256 color) or better graphics

Data file

The file **WinPac2.Data** contains the graphics, sound, and level files, and as such is needed to run the game. Don't delete it.

Graphics Features

WinPac 2 supports 8-bit (256 color) and 24-bit (16.7 million color) graphics. If your graphics card is running in 16-bit, 24-bit, 32-bit, or higher mode, WinPac 2 will use the 24-bit graphics (which look a lot nicer than the 8-bit graphics; I **strongly** suggest running your graphics card in 16-bit mode or higher). If your graphics card is running in 8-bit or lower mode, WinPac 2 will use the standard 8-bit graphics. You can switch between graphics modes at any time and WinPac 2 will adjust automatically. If you're having trouble with the graphics, read the section on [reloading the game's sprites](#) before [contacting me](#) about your problem.

Sound Features

WinPac 2 supports custom sound files. If you're having trouble getting your custom sounds to work, read detailed explanation of [using custom sound files](#) before [contacting me](#) about your problem.



Ordering Information

[See Also](#)

Pricing

WinPac 2 - \$20.00 US

Payment processing handled by Kagi (<http://www.kagi.com/>).

Why should you order?

WinPac 2 is shareware. The shareware version allows you to play the first 5 (five) levels of the game, and to try out the features of the level editor (you can't save or play levels you create/edit). If that's all you want, then feel free to play the shareware version for as long as you like. If you want more, then purchasing the full version gets you all 50 (fifty) levels, plus fully enables the level editor (allowing you to save levels you create/edit and play them in WinPac 2).

Secure SSL Online Ordering

This is the fastest and most convenient method for everyone concerned. Orders are placed through a secure server, and can be made with MasterCard, Visa, American Express, Discover, or Diner's Club. The ordering process involves two simple forms, and you can back out at any time before pressing the "Purchase" button. Once I receive notice of your order, you'll be e-mailed your registration code (if you do not provide a valid e-mail address, your registration code will arrive by postal mail).

To order online, go to <http://order.kagi.com/?3T8&S> (secure site) or <http://order.kagi.com/?3T8> (unsecure site).

Offline Ordering

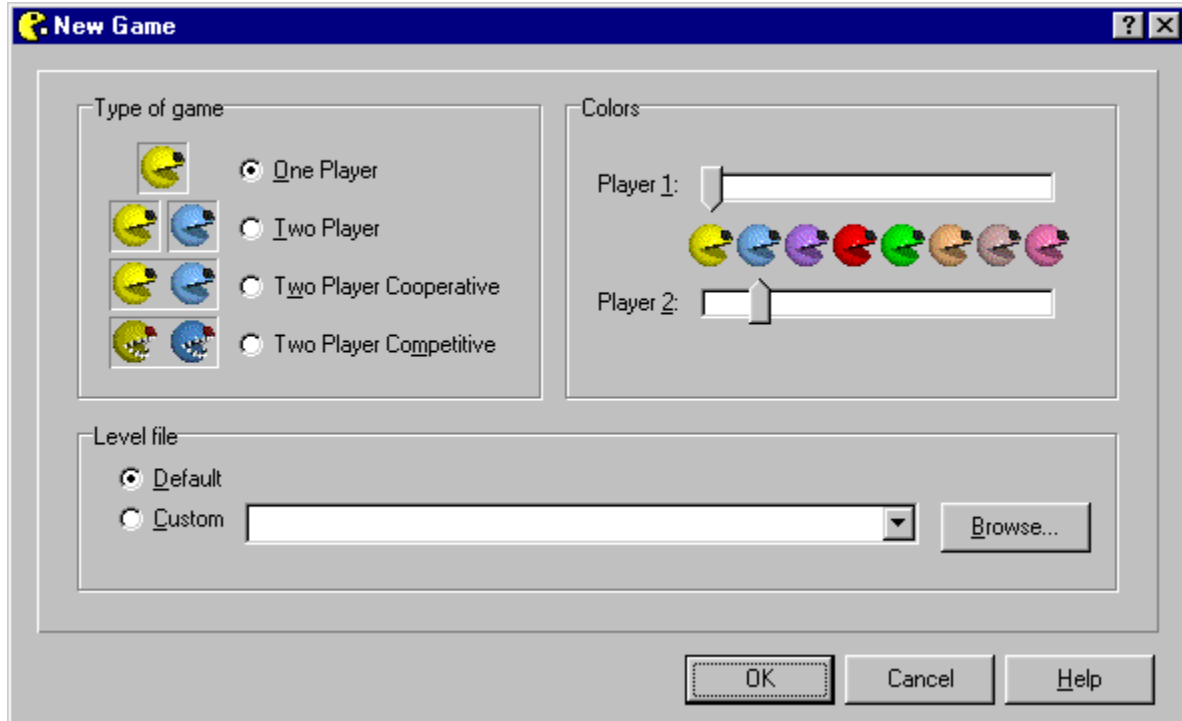
To order offline, run the REGISTER.EXE program bundled with WinPac 2 (or click the Register button above, which will run the program for you). Orders can be made by check, money order, cash (US and international currencies), credit card (MasterCard, Visa, American Express, Discover, or Diner's Club), First Virtual, or invoice. Once you fill in all the necessary information, you simply mail your order to Kagi at the specified address (credit card and First Virtual orders also have the option of e-mailing or faxing the order to Kagi, which is generally faster). Once I receive notice of your order, you'll be e-mailed your registration code (if you do not provide a valid e-mail address, your registration code will arrive by postal mail).



Starting a new game

[See Also](#)

To start a new game, choose Game|New... from the main menu. The dialog box below will be displayed. Clicking "OK" will start the game. Click on the picture below for more detailed explanations:





Opening a saved game

[See Also](#)

To open a saved game, choose Game|Open... from the main menu. Choose the saved game you want to open from the dialog box that is displayed (**NOTE:** WinPac saved games are **not** compatible with WinPac 2 saved games...sorry).

To [view/edit](#) the properties of your saved games, choose View|Saved Games... from the main menu.



Saving your game

[See Also](#)

To save your game, choose Game|Save from the main menu. If you haven't saved your game before, you'll be prompted by a save dialog to choose a filename.

To save your game under a different filename, choose Game|Save As... from the main menu.

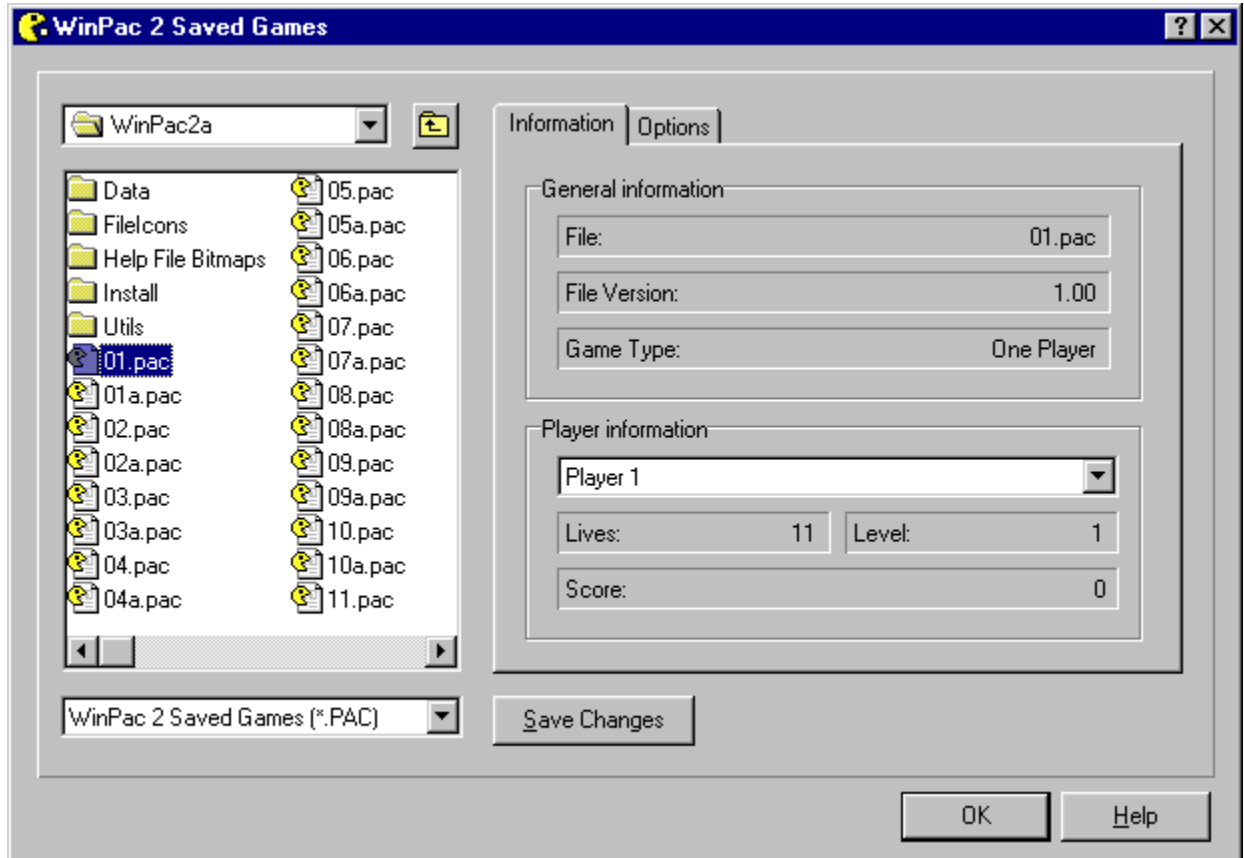
To [view/edit](#) the properties of your saved games, choose View|Saved Games... from the main menu.



Viewing/Editing saved games (Information tab)

[See Also](#)

To view and edit your saved games, choose View|Saved Games... from the main menu. The dialog below will be displayed. The information tab displays file and player information about the saved game. The [options tab](#) lets you change the players' colors and the level file that is used (be sure to click the "Save Changes" button if you change any properties of a saved game, otherwise your changes will be lost). Click on the picture below for more detailed explanations:

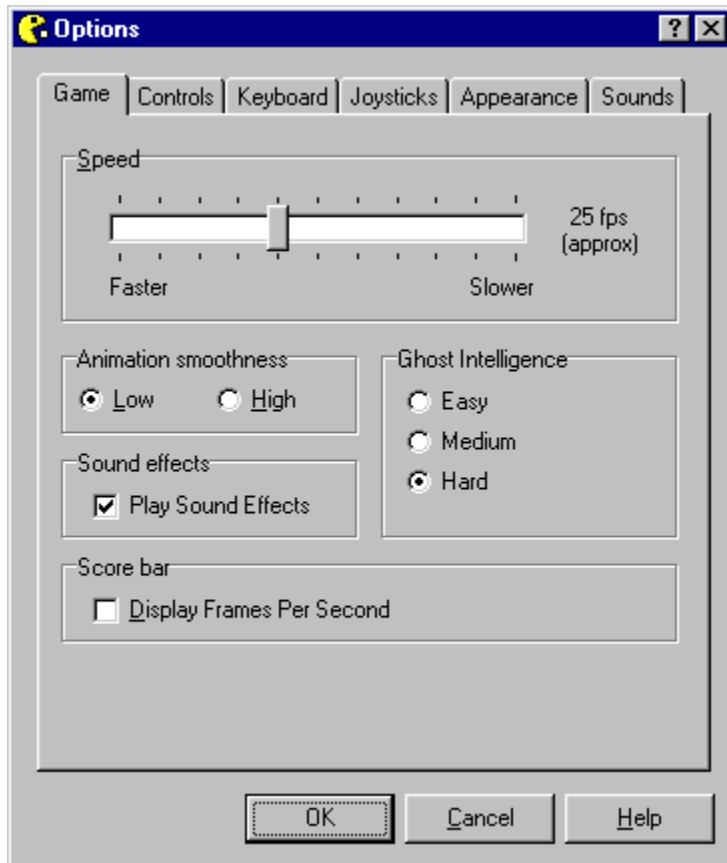




Game Options

[See Also](#)

To view the options dialog, choose View|Options... from the main menu.
Click on the picture below for more detailed explanations:





Controls Options

[See Also](#)

To view the options dialog, choose View|Options... from the main menu.
Click on the picture below for more detailed explanations:

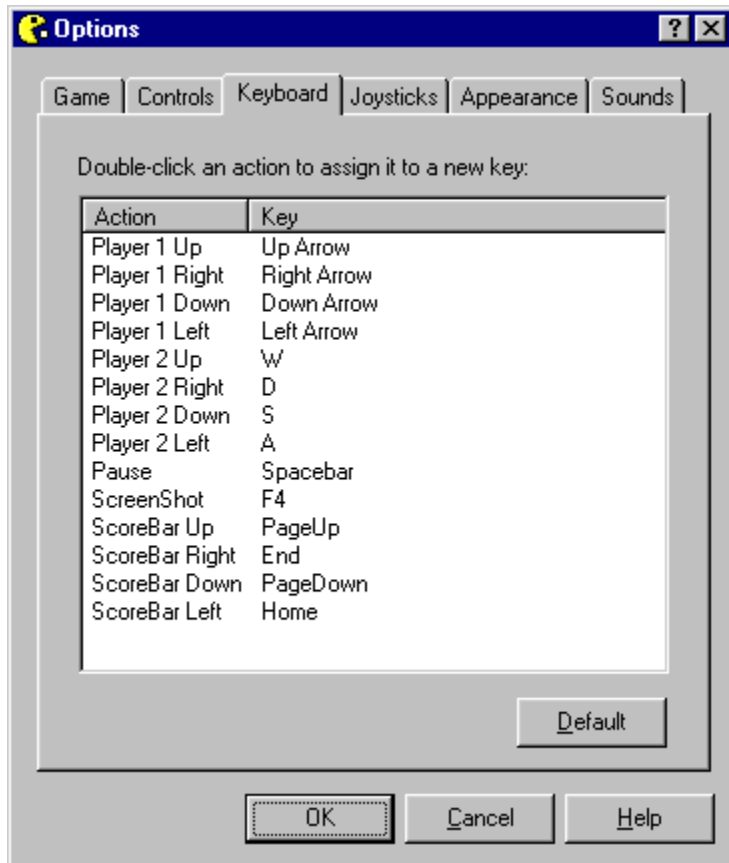




Keyboard Options

[See Also](#)

To view the options dialog, choose View|Options... from the main menu.
Click on the picture below for more detailed explanations:

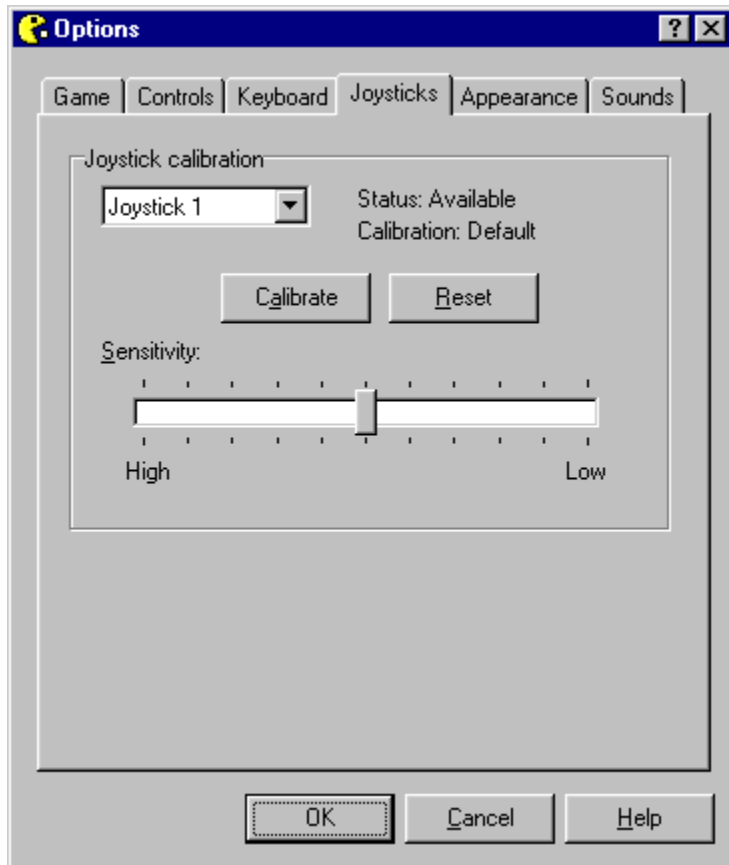




Joystick Options

[See Also](#)

To view the options dialog, choose View|Options... from the main menu.
Click on the picture below for more detailed explanations:

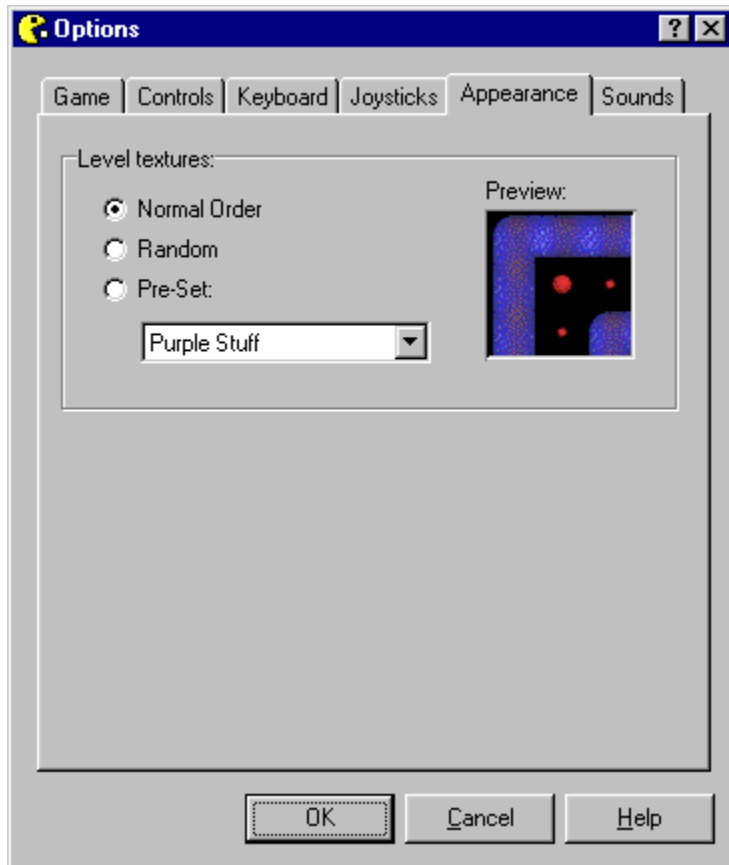




Appearance Options

[See Also](#)

To view the options dialog, choose View|Options... from the main menu.
Click on the picture below for more detailed explanations:

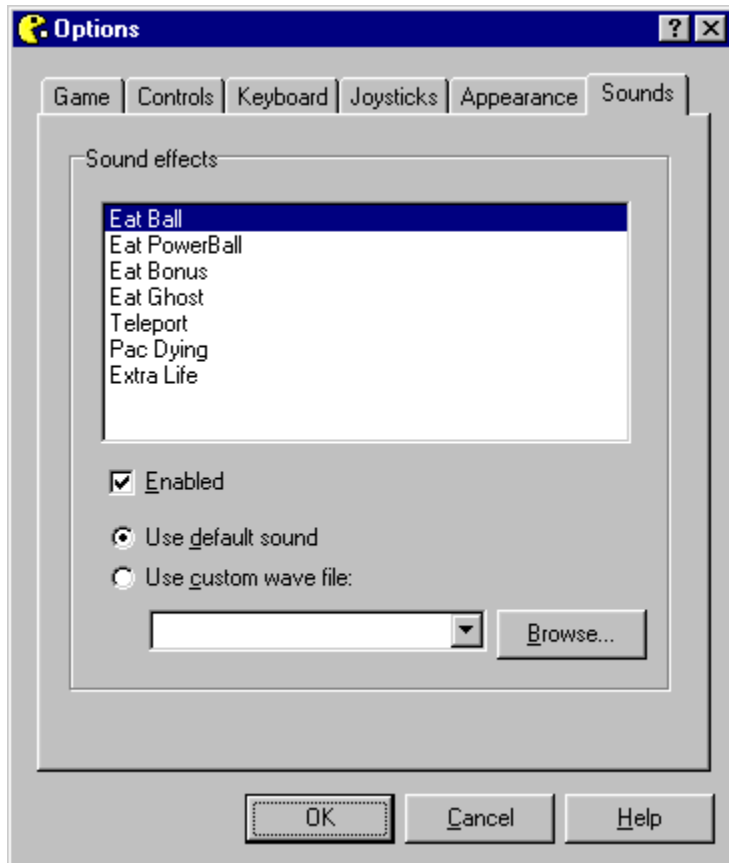




Sounds Options

[See Also](#)

To view the options dialog, choose View|Options... from the main menu.
Click on the picture below for more detailed explanations:





Viewing/Editing saved games (Options tab)

[See Also](#)

To view and edit your saved games, choose View|Saved Games... from the main menu. The dialog below will be displayed. The [information tab](#) displays file and player information about the saved game. The options tab lets you change the players' colors and the level file that is used (be sure to click the "Save Changes" button if you change any properties of a saved game, otherwise your changes will be lost). Click on the picture below for more detailed explanations:



See Also
[Level Editing](#)



Level Editing Tools

[See Also](#)

To view the level editor, choose View|Level Editor from the main menu.
Click on the picture below for more detailed explanations:





Reloading the sprites

Sometimes when you start WinPac 2, instead of getting the title screen, you get a black screen. This happens because WinPac 2 was unable to set up its palette correctly. To remedy this, choose Game|Reload Sprites from the main menu. All visible WinPac 2 windows will close, and the game will then reload its sprites. When the game reappears, everything should look normal (normal title screen instead of abnormal black screen). If not, try again a few more times, and if that fails, [write me](#) and explain your problem in detail.

NOTE: WinPac 2 automatically reloads its sprites whenever you change color depths while the program is running.



Custom Sound Files

To use custom sound files with WinPac 2, choose View|Options... from the main menu, and then choose the "Sounds" tab. Choose the sound you'd like to use a custom wave file for from the list provided, click the radio button next to "Use custom wave file", and enter the name of the wave file in the space provided. For a more graphical explanation, look at the [Sounds Options](#) topic.

Wave File Requirements:

- 8-bit or 16-bit
- PCM format
- 11,025 Hz, 22,050 Hz, or 44,100 Hz frequency

NOTE: All sound files are converted to 8-bit, 22,050Hz, mono format when they're loaded.



How To Contact Me

I can be contacted by any of the following methods:

e-mail:

dauwaldt@televar.com

Postal mail:

Tyler Dauwalder
401 Angford Drive
Ellensburg, WA 98926

Web site (you can't really contact me, but...):

<http://www.televar.com/~dauwaldt/>

Adjusts the **maximum** speed that the game can run at.

The text to the right of the slider shows the approximate frames per second that the game will be limited to. There is no guarantee the game will actually run that fast, since the maximum attainable speed varies from computer to computer. Most computers should be able to run at 25 fps or less.

Moving the slider all the way to the left turns speed limiting off. The game will then run as fast a possible at all times.

Sets the animation smoothness.

Low - Choppier looking animation, but works with lower frame rates.

High - Smoother looking animation, but requires faster frame rates.

Low smoothness at 25 fps runs at roughly the same apparent speed as High smoothness at 55 fps. To adjust the fps the game runs at, use the speed slider above.

Turns sound effects on or off. If selected, all the sounds that are enabled on the [Sounds Options](#) page will be played. If not selected, none of the sounds will be played.

Adjusts the level of intelligence ghosts in the game have:

Easy - Ghosts are easy to avoid and easy to catch.

Medium - Ghosts are sometimes easy and sometimes hard to avoid and catch.

Hard - Ghosts are hard to avoid and hard to catch.

Turns the frames per second display on or off. If selected, the current frames per second rate will be displayed in the movable score bar. If not selected, the frames per second rate will not be displayed.

On:  x10 Player 1: 0 25

Off:  x10 Player 1: 0

Chooses what input device Player 1 uses for controls:

- **Keyboard**
- **Joystick 1**
- **Joystick 2**

If a given joystick is not available for one reason or another (i.e. if it's unplugged), you will not be able to select it as an input device. To view the current status of a joystick, see the [Joystick Options](#) page.

NOTE: Keyboard controls are always active, even if joystick control is chosen.

Chooses what input device Player 2 uses for controls:

- **Keyboard**
- **Joystick 1**
- **Joystick 2**

If a given joystick is not available for one reason or another (i.e. if it's unplugged), you will not be able to select it as an input device. To view the current status of a joystick, see the [Joystick Options](#) page.

NOTE: Keyboard controls are always active, even if joystick control is chosen.

Displays all the actions that you can assign to specific keys on the keyboard (for example, which key you press to pause the game). To assign an action to a new key, double click the action, then press the new key.

Actions:

Player 1 Up, Down, Left, Right - Moves Player 1 in the specified direction.

Player 2 Up, Down, Left, Right - Moves Player 2 in the specified direction.

Pause - Pauses the game.

ScreenShot - Saves a screen shot of the game in the current directory as SCREENSHOTXX.BMP (where XX is a two digit number starting at 00).

ScoreBar Up, Down, Left, Right - Moves the movable scorebar in the specified direction.

Resets the actions to their default assigned keys.

Selects which joystick to configure.

Displays the current status of the joystick:

Available - The joystick is plugged in and ready for configuration/use.

Unplugged - The joystick is not plugged in to the computer.

Unavailable - The joystick is not available (possibly because no driver is present).

Shows whether the joystick is set to use the default calibration or a custom calibration.

Default - The default calibration (through the Windows Control Panel) is being used.

Custom - Custom calibration (through the "Calibrate" button) is being used. To calibrate your joystick specifically for WinPac 2, press the "Calibrate" button and follow the instructions (**NOTE:** This has no effect on your Windows calibration, and is used internally by WinPac 2 only). Custom calibration will often work if your joystick gives you poor control using the default calibration.

Brings up a dialog that lets you calibrate your joystick with WinPac 2.

NOTE: This has no effect on your Windows calibration, and is used internally by WinPac 2 only.

Resets the chosen joystick to use default calibration and resets the sensitivity to midway between High and Low.

Sets the sensitivity of the joystick (the default sensitivity setting should work for most joysticks).

Low Sensitivity - Lower sensitivity means more movement is necessary before movement in a given direction is recognized. Centering the joystick is easier, but movement requires more motion.

High Sensitivity - Higher sensitivity means less movement is necessary before movement in a given direction is recognized. Centering the joystick is harder, but movement requires less motion.

Lets you choose which level textures are used (not applicable until a new level is loaded):

Normal Order - The level texture is chosen from a predefined, repeating order.

Random - A random level texture is chosen for every level.

Preset - The selected texture is used for every level.

Displays a preview of the chosen level texture.

Lets you choose a sound effect to edit.

Enables or disables the currently chosen sound effect.

Selected - The sound effect will be played, **if** sound effects are enabled on the [Game Options](#) page.

Not selected - The sound effect will not be played, regardless.

Lets you choose whether to use the default sound or a custom wave file for the chosen sound effect.

Use default sound - The default sound file from WinPac2.Data is used.

Use custom wave file - The specified wave file is used in place of the default sound. Click "Browse..." to choose a file from the available drives, or type the name of the file in the space provided.

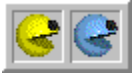
Specifies the custom wave file to be used.

Displays a common dialog box that lets you browse available drives for custom wave files (*.WAV).

Lets you choose the type of game to play:



One Player - One player game.



Two Player - Two players, one player at a time. When one player dies, the other gets to play.



Two Player Cooperative - Two players at once working together. When one player dies, both players are reset to their starting positions. When one player eats a power ball, it affects both players. Play continues until one of the players is out of lives.



Two Player Competitive - Two players at once working against each other. When one player dies, only that player is reset to its starting position. When one player eats a PowerBall, it affects only that player. Play continues until both players run out of lives.

Lets you specify the color to be used for Player 1 and Player 2 (They **can** be identical. Telling them apart is your problem, though).

To change the color of a player after you've saved your game, choose View|Saved Games... from the main menu, select your saved game in the file list, click on the Options page, and specify any new colors. Be sure to click the "Save Changes" button to save your modifications.

Lets you choose whether to use the default level file or a custom level file.

Default - The default level file in WinPac2.Data is used.

Custom - The specified level file is used. Click "Browse..." to choose a file from the available drives, or type the name of the file in the space provided.

To change the level file after you've saved your game, choose View|Saved Games... from the main menu, select your saved game in the file list, click on the Options page, and specify the new level file. Be sure to click the "Save Changes" button to save your modifications.

Specifies the custom level file to be used.

Displays a common dialog box that lets you browse available drives for custom level files (*.WP2).

Displays the filename of the selected game.

Displays the version of WinPac 2 that saved the selected game.

Displays the game type of the selected game:



One Player - One player game.



Two Player - Two players, one player at a time. When one player dies, the other gets to play.



Two Player Cooperative - Two players at once working together. When one player dies, both players are reset to their starting positions. When one player eats a power ball, it affects both players. Play continues until one of the players is out of lives.



Two Player Competitive - Two players at once working against each other. When one player dies, only that player is reset to its starting position. When one player eats a PowerBall, it affects only that player. Play continues until both players run out of lives.

Lets you choose which player's statistics are displayed in the spaces below.

Displays the number of lives the selected player has remaining.

Displays the current level of the selected player.

Displays the score of the selected player.

Saves any changes made to the game on the [Options](#) page.

Displays the current folder and gives you a list of folders higher up in the hierarchy.

Lets you select whether to view just WinPac 2 saved game files (*.PAC), or all files (*.*)

Lets you choose a saved game to view/edit.

Moves one level up in the folder hierarchy.

Lets you specify the color to be used for Player 1 and Player 2 (They **can** be identical. Telling them apart is your problem, though).

To save changes to the game, be sure to click the "Save Changes" button.

Lets you choose whether to use the default level file or a custom level file.

Default - The default level file in WinPac2.Data is used.

Custom - The specified level file is used. Click "Browse..." to choose a file from the available drives, or type the name of the file in the space provided.

To save changes to the game, be sure to click the "Save Changes" button.

Specifies the custom level file to be used.

To save changes to the game, be sure to click the "Save Changes" button.

Displays a common dialog box that lets you browse available drives for custom level files (*.WP2).

See Also

[Objectives](#)

[Game objects](#)

[Starting a new game](#)

[Saving your game](#)

[Viewing/Editing saved games](#)

See Also

[Objectives](#)

[Game objects](#)

[Opening a saved game](#)

[Saving your game](#)

[Viewing/Editing saved games](#)

See Also

[Objectives](#)

[Game objects](#)

[Starting a new game](#)

[Opening a saved game](#)

[Viewing/Editing saved games](#)

See Also

[Objectives](#)

[Game objects](#)

[Starting a new game](#)

[Opening a saved game](#)

[Saving your game](#)

See Also

[Game Objects](#)

[Starting a new game](#)

[Opening a saved game](#)

[Saving your game](#)

[Viewing/Editing saved games](#)

See Also

[Controls Options](#)

[Keyboard Options](#)

[Joystick Options](#)

[Appearance Options](#)

[Sounds Options](#)

See Also

[Game Options](#)

[Keyboard Options](#)

[Joystick Options](#)

[Appearance Options](#)

[Sounds Options](#)

See Also

[Game Options](#)

[Controls Options](#)

[Joystick Options](#)

[Appearance Options](#)

[Sounds Options](#)

See Also

[Game Options](#)

[Controls Options](#)

[Keyboard Options](#)

[Appearance Options](#)

[Sounds Options](#)

See Also

[Game Options](#)

[Controls Options](#)

[Keyboard Options](#)

[Joystick Options](#)

[Sounds Options](#)

See Also

[Game Options](#)

[Controls Options](#)

[Keyboard Options](#)

[Joystick Options](#)

[Appearance Options](#)

Displays general information about the selected file:

File: The name of the selected file.

File Version: The version of WinPac 2 that saved the selected game.

Game Type: The game type of the selected game:



One Player - One player game.



Two Player - Two players, one player at a time. When one player dies, the other gets to play.



Two Player Cooperative - Two players at once working together. When one player dies, both players are reset to their starting positions. When one player eats a power ball, it affects both players. Play continues until one of the players is out of lives.



Two Player Competitive - Two players at once working against each other. When one player dies, only that player is reset to its starting position. When one player eats a PowerBall, it affects only that player. Play continues until both players run out of lives.

Adds a solid block when you click anywhere in the level. Adjacent blocks automatically coalesce together to form larger block formations.

Adds a blank space when you click anywhere inside the level.

Adds a horizontal warp tube when you click on the left or right border of the level.

Adds a normal ball when you click anywhere inside the level. When the game actually loads the level, extra balls are added in between any adjacent balls in the level.

Adds a PowerBall when you click anywhere inside the level. When the game actually loads the level, extra balls are added in between any adjacent balls in the level.

Adds a vertical warp tube when you click on the top or bottom border of the level.

Adds a teleporter when you click anywhere inside the level.

Sets the starting point for Player 1, which can be anywhere inside the level. Even though Player 1 is displayed as being yellow, Player 1's color will ultimately be the color chosen in the [New Game](#) dialog box.

Sets the starting point for Player 2, which can be anywhere inside the level. Even though Player 2 is displayed as being blue, Player 2's color will ultimately be the color chosen in the [New Game](#) dialog box.

Adds a red ghost when you click anywhere inside the level.

Adds a blue ghost when you click anywhere inside the level.

Adds a green ghost when you click anywhere inside the level.

Adds a khaki ghost when you click anywhere inside the level.

Adds an orange ghost when you click anywhere inside the level.

Adds a ghost spawner when you click anywhere inside the level.

Selects which level to edit. There are 50 levels in every WinPac 2 level file (*.WP2), and you can edit any of the 50 levels in the level file at any given time.

Sets which level is considered by WinPac 2 to be the "last" level in the file. For example, if you set level 6 to be the last level, WinPac 2 will display the congratulatory message and consider the game over when the player(s) pass level 6. This is so you can have just few levels in a given file and not have to play all 50 of them.



Level Editing

[See Also](#)

Starting the level editor

To start the level editor, choose View|Level Editor from the main menu.

Overview

WinPac 2 Level Files (*.WP2) let you create levels of your own and play them in WinPac 2. There are 50 levels stored in every level file. If you don't have that many custom levels in the file, you can change which level is treated as the last level in the game by changing the [Last Level](#) setting.

To create the level, just choose a [tool](#) to use from the available tools, left-click on the level, and paint away. Right-clicking is like left-clicking with the normal Ball tool. Middle-clicking (assuming you have a three-button mouse) is like left-clicking with the Blank tool.

Creating a new level file

To create level file, choose File|New from the level editor menu. A new file is automatically created when you start the level editor.

Opening a saved level file

To open a saved level file, choose File|Open from the level editor menu. Besides WinPac 2 Level Files (*.WP2), original WinPac level files (*.WPL) can be opened. You can only save to the WinPac 2 (*.WP2) file format, however.

Saving a level file

To save a level file, choose File|Save from the level editor menu. Choosing File|Save As... lets you choose a different file name to save your level file as.

Saving a level as a different level

To save a level as a different level (i.e., to save level 1 as level 24), choose Level|Save As... from the level editor menu. You'll be prompted for the new level you want to save the current level as.

Clearing a level

To clear a level, choose Level|Clear from the level editor menu.

Display textures

To change which level texture the level editor uses for its display, either click Level|Cycle Display Texture (which will cycle to the next level texture), or choose one from the Level|Display Texture menu.

Closing the level editor

To close the level editor, choose File|Close from the level editor menu. To return to WinPac 2 without closing the level editor, choose File|Return from the level editor menu.

See Also

[Level Editing Tools](#)



Game Objects

[See Also](#)

Pacs:



There are eight different pacs. They're exactly the same except for their color. Your mission as a Pac is to eat every ball and PowerBall in the current level. Eating balls, bonuses, and ghosts (if you're an angry pac) gives you points. If a Pac collides with a Ghost when he's not angry (and the ghost isn't frightened), he dies.

Angry Pacs:



When you eat a Power Ball, your Pac becomes enraged, frightening all the living ghosts (causing them to turn purple). When your Pac is angry, he/she can eat any frightened (purple) ghosts.

Balls:



There are two kinds of balls. Eating balls gives you points. Regular balls (left) are worth 100 points. Power Balls (right) are worth 500 points. Eating a Power Ball also enables you to eat ghosts for a short period of time.

Ghosts:



Red, Blue, Green, Khaki, and Orange Ghosts are found wandering about the levels. Yellow Ghosts come from Ghost Spawners (far right). When a Pac eats a Power Ball, all the Ghosts in the level become frightened and turn purple (at which point they can be eaten by any angry Pac). When you eat a Ghost, its eyes return to the spot it originated from.

Bonuses:



There are six fruit bonuses you can eat. Eat them; they give you points: Watermelons: 500; Apples: 1000; Bananas: 2000; Pears: 3000; Strawberries: 4000; Cherries: 5000;

Invisibility Powerup:



Eating an Invisibility Powerup makes you invisible to all the ghosts on the level. When you're invisible, ghosts can't touch you, and you can't touch ghosts, meaning you'll go right through them. You can still eat fruit bonuses and balls when you're invisible, though.

Arrows:

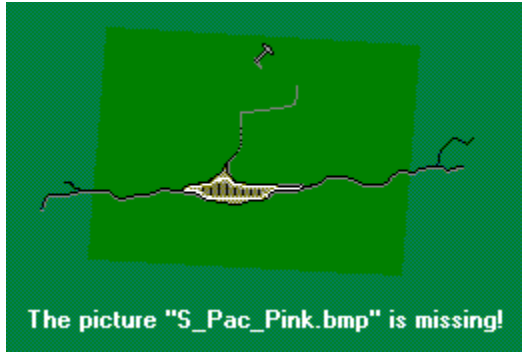


Arrows designate warp tubes. If you enter a warp tube on one side of the level, you come out on the other side. Arrows flash at you whenever you get near them.

Teleporter:



Teleporters warp you to a random spot in the level whenever you move over them. Teleporters automatically open up whenever you get near them.

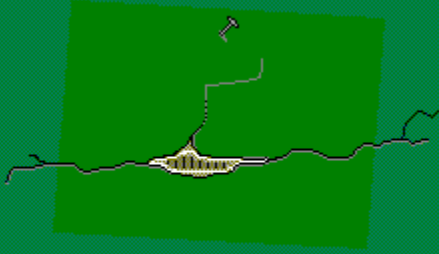


Ghosts:





The picture "S_Ghost_Khaki.bmp" is missing!



The picture "S_Ghost_Orange.bmp" is missing!



The picture "S_Ghost_Yellow.bmp" is missing!



The picture "S_Ghost_Purple.bmp" is missing!



The picture "S_Ghost_Eyes.bmp" is missing!

See Also

[Objectives](#)

[Starting a new game](#)

[Opening a saved game](#)

[Saving your game](#)

[Viewing/Editing saved games](#)



Entering your registration code

[See Also](#)

Once you've gotten your registration code, all you need to do to register your copy of WinPac 2 is choose Help|Register... from the main menu, enter your full name and 20-digit registration code as supplied to you, and click OK. For more information (there isn't a whole lot more to it, I'm afraid...), click on the picture below:

A screenshot of a Windows-style dialog box titled "Register WinPac 2". The dialog has a blue title bar with a yellow question mark icon and a close button. The main area is light gray and contains two input fields. The first is labeled "Full name:" and is a single-line text box. The second is labeled "Registration code:" and consists of four small text boxes separated by hyphens. To the right of the input fields are three buttons: "OK", "Cancel", and "Help".

Enter your full name here as provided to you when you registered WinPac 2.

Note: Name and registration code are case-sensitive.

Enter your 20-digit registration code here as provided to you when you registered WinPac 2.

Note: Name and registration code are case-sensitive.

See Also

[Entering your registration code](#)

[How to contact me](#)

See Also

[Ordering Information](#)



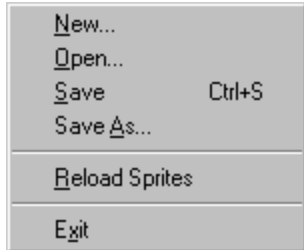
High Scores

To view the current high scores, choose View|High Scores from the main menu. If you have a high score when you either run out of lives or pass the final level, you will be prompted to enter your initials for the high scores list. To clear the list of high scores, click the Clear button.



Game Menu

Use the commands on the Game menu to start, open, and save games and to reload the game's sprites. Click on the picture below for more information:



New:

Shows the New Game dialog box, from which a new game can be started.

Open:

Shows an Open Dialog box from which you can open a saved WinPac 2 game.

Save:

Saves the current game using its current filename.

Save As:

Saves the current game using a new filename.

Reload Sprites:

Reloads the game's sprites in case the graphics appear messed up.

Exit:

Exits WinPac 2.

Shows the New Game dialog box, from which a new game can be started.

See Also: [Starting a new game](#)

Shows an Open Dialog box from which you can open a saved WinPac 2 game.

See Also: [Opening a saved game](#)

Saves the current game using its current name.

See Also: [Saving your game](#)

Saves the current game using a new name.

See Also: [Saving your game](#)

Reloads the game's sprites (useful in the event that the graphics appear to be messed up).

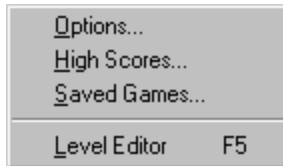
See Also: [Reloading the sprites](#)

Exits WinPac 2.



View Menu

Use the commands on the View menu to display various useful dialogs. Click on the picture below for more information:



Options:

Displays the options dialog, from which you can configure the many and varied aspects of WinPac 2.

High Scores:

Displays the high scores dialog.

Saved Games:

Displays the View/Edit Saved Games dialog, from which you can view and edit the properties of saved WinPac 2 games.

Level Editor:

Displays the WinPac 2 level editor, from which you can create and edit your own WinPac 2 levels.

Displays the options dialog, from which you can configure the many and varied aspects of WinPac 2.

See Also: [Options](#)

Displays the high scores dialog.

See Also: [High Scores](#)

Displays the View/Edit Saved Games dialog, from which you can view and edit the properties of saved WinPac 2 games.

See Also: [Viewing/Editing Saved Games](#)

Displays the WinPac 2 level editor, from which you can create and edit your own WinPac 2 levels.

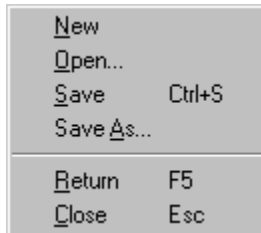
See Also: [Level Editing](#)



File Menu (Level Editor)

Use the commands on the Level Editor's File menu to create, open, and save level files, and to close the level editor.

Click on the picture below for more information:



New:

Creates a new WinPac 2 level file.

Open:

Shows an Open Dialog box from which you can open an existing WinPac 2 level file.

Save:

Saves the current level file using its current filename.

Save As:

Saves the current level file using a new filename.

Return:

Returns to WinPac 2 without closing the level editor.

Close:

Closes the level editor and returns to WinPac 2.

Creates a new WinPac 2 level file.

Shows an Open Dialog box from which you can open an existing WinPac 2 level file.

Saves the current level file using its current filename.

Saves the current level file using a new filename.

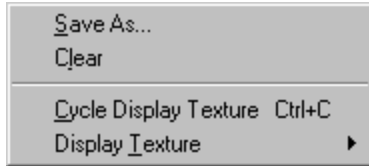
Returns to WinPac 2 without closing the level editor.

Closes the level editor and returns to WinPac 2.



Level Menu (Level Editor)

Use the commands on the level editor's Level menu to change various aspects of the current level. Click on the picture below for more information:



Save As:

Displays a dialog box that lets you save the current level as a different level in the current level file.

Clear:

Clears the current level.

Cycle Display Texture:

Cycles the display texture (the texture used to display the level you're editing in the level editor) to the next texture in the list.

Display Texture:

Displays a list of textures from which you can choose a new display texture.

Displays a dialog box that lets you save the current level as a different level in the current level file.

Clears the current level.

Cycles the display texture (the texture used to display the level you're editing in the level editor) to the next texture in the list.

Displays a list of textures from which you can choose a new display texture.



Sound Errors

If there is another program currently using the Wave Output Device, WinPac 2 will be unable to play any sound effects. To remedy the situation, you need to close or at least stop any program that is using the Wave Output Device. Most any program that plays sound that is **not** coming from an audio CD uses the Wave Output Device. If you still can't seem to get the sound to work, feel free to [contact me](#).

