

# README

<b>COLLABORATORS</b>
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# Chapter 1

## README

### 1.1 README

Heretic II Addon Pack

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This archive contains the new Addon "The Siege" for the Amiga Version of Heretic II.

This pure Multiplayer Addon is about a Siege (one party are the attackers, one are the defenders), with Catapults and all. Like THF it supports several character classes.

You can play it in network or over the Internet. It also contains an Update of the Addon THF which will run a bit faster.

When you first enter the game (use the "Siege" GUI for this) you can connect to the - MONSTERS - Server on the Internet to play the Siege over the net. The keeper of this Servers likes it, if many people come to play... so try this one :) He is looking forward to seeing you Amiga guys, currently there are not that many Heretic II Players on PC ...

You can of course also do your own Server, or start a local network game.

Before you play you have to install the \*DATA FILES\* though. You can download a 11 MB zip at [www.raven-games.com/siege](http://www.raven-games.com/siege). After installing this, you need to run the install\_models.bat Batch on a PC over it (sadly no Amiga version of dopat32.exe is available and we could nowhere find the source code :( ) which will generate 30 MB of \*final\* data files out of it. These should again be stored in the h2siege directory on your Amiga then.

The already converted data files will soon be available on the Aminet, so that you do not need a PC to install The Siege on your Amiga.

The Siege comes completely with new maps. Try h2siege for example. Also have a look at the Siege homepage, there might be optional maps for download being found there... :)

A big problem of Siege is the memory. It was written with systems with Virtual Memory

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in mind. It runs fine on a system with 96 MB (with low-set texture-caches, still :()), but it will be a bit hard to make it work on a 64 MB System. Here are some hints:

- The Siege uses a lot of models and loads them at startup. If they are not loaded at startup you save a bit memory, but if a new model appears in sight this will delay the game a short time. This is the default behaviour for the Amiga version.

If you have 96+ MB you might want to go back to the behaviour of the PC version by setting the console variable `no_precache` to 0.

- Like THF there are some ENV variables for The Siege, for every model one. For example if `env:Siege/cleric_Att` contains

```
cleric/Att=fighter/Att
```

this means: Instead of the Cleric Model use the Fighter Model. Note that it does not save any memory to use Defense Models instead of Attack Models or such... also it would be confusing :)

- The ENV Variables are configured as default that all models will be used !!!

- It should be noted, that the above "ENV-trick" still will load different models if people with whom you play over the net use them. Just protects you from Low Memory if you switch models on your OWN system too often.

- You might also consult the usual Memory Tweaking Guide on the Hyperion site for information on how to save memory

Sorry. We cannot do any more on this memory problem. Siege is \*no\* official Hyperion product... Just something I (Steffen Haeuser) did port in my Freetime to the Amiga...

Steffen Haeuser

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