# Dopefish Screen Saver
# Public ßeta Version 1.00
### ©1996

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1.0 Introduction

   Thanks for downloading the Dopefish Screen Saver. Some intro here. This is called a Public ßeta Version because not everything is finished to perfection before I wanted to release it to the public. The reason I released it now were for two things. One: The demand for this screen saver was growing. Two: This screen saver is to be packaged with an upcoming Windows 95 theme pack for the Dopefish, so to make everything meet their time, I released this ßeta version. Now, read on and you can find out everything you need to know about this screen saver.

1.1 The Dopefish

   The Dopefish. What is it? Well here is the explanation, taken directly from the Apogee FAQ version 5.2 written and maintained by Samuel Stoddard:

 "}" denotes new section added since last version.

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[2.4]  The Dopefish

}(Note:  As of October 1995, a Dopefish web page became available at the URL }http://www.apogee1.com/, as a link from the *Commander Keen: Goodbye Galaxy!*

}page .  The Dopefish page contains a slightly modified version of the
}following text, plus links to images and samples of the items of memorabilia
}mentioned within.)

Lee Jackson's history of the Dopefish, added to by Joe Siegler:

Dopefish is the product of the fertile mind of Tom Hall.  It was one of 24
drawings he did of ideas for characters for *Commander Keen: Goodbye, Galaxy!*
while part of id Software.  Dopefish was one of the characters from these
drawings that made the cut.  According to Tom, "I just drew this stupid
little fish," and the rest is history.

Dopefish is described in the cast of characters for Secret of the Oracle as
the second dumbest creature in the universe (the number one ranking is
anyone's guess).  His thought patterns go, "swim swim hungry, swim swim
hungry."  Dopefish "will eat anything alive and moving near them, though they
prefer heroes."

Dopefish was "adopted" by the Tech Support staff at Apogee soon after Joe
Siegler, Steve Quarrella, and myself came onboard.  Dopefish was Joe's
favorite character, and Steve was the resident Keen expert -- I provided a
few vocal effects and some art.  We got hold of some screen capture software
and went to town.

The Dopefish "product line" started with an ANSI screen which Joe and I did --
he converted a screen capture to raw ANSI, and I cleaned it up and made it
presentable.  You can see the results by logging into Software Creations and
typing DOPEFISH (or just DO for short) at the menu prompt.  After this, we
convinced Jay Wilbur of id to have some Dopefish polo shirts made from an EPS
file of the front-facing burping Dopefish (a.k.a. "Burpfish").  When Christmas
rolled around, my wife decided we needed to bring Dopefish into the real
world, so she made 20 or so stuffed Dopefish dolls (mostly side view, with a
couple of Burpfish for good measure).  These were done in both EGA (green)
and CGA (purple) versions and were given out at the Apogee Christmas party
that year.  When Jay Wilbur heard of this, his first thought was that we
needed to get a life.  This past Christmas, Brenda (my wife) took a printed
enlargement of a screen capture and did pixel-for-pixel-accurate needlepoint
tree ornaments, and Joe had coffee cups made with a Burpfish on them.  Below
the Burpfish on the mugs is the caption, "Eat Your Veggies!", which is the
title of the music for the level that Dopefish appears in, composed by Bobby
Prince.  Brenda also made a mobile of Dopefish for Christmas 1994, but due to
extreme delays in getting it done, it was never delivered until July 1995.

Please note that this Dopefish merchandise is not, and was not ever, for
sale to the general public.  They were all strictly in-house gags, so
please don't swamp Apogee with requests for any of these items.  However,

if you're a Dopefish fan yourself, and have created some goofy Dopefish items yourself, Joe Siegler would love to hear about it.  See the sections on "contacting Apogee" for information on how to reach him.

Other Dopefish-related items that have appeared include several Windows and OS/2 desktops/icons (including the "official" OS/2 Apogee icon on the only OS/2 machine at the office, mine), screen savers, and fax images.  There's also a BMP that Tom Hall put together that, when tiled, looks great as a Windows background.  The OS/2 logo and the Windows BMP are both available in Apogee's CompuServe forum.  Joe Siegler has a full-page Dopefish that will occasionally mysteriously show up in someone else's fax machine.  Dopefish has also appeared in countless taglines, Internet signature files (described by Tom Hall as "Pisces Swimeatus"), and even in a reinterpretation of the birth of the universe, where the Big Bang is replaced by the Big Burp.  Steve even holds the title, granted via a mail-order ordainment service, as "Pope of the Church of the Dopey Fish."  The title is legally recognized, by Texas state law.

}Dopefish mania attained a new high in October 1995 when Joe Siegler, one of
}Dopefish's most avid proponents, announced the grand opening of a Dopefish
}web page, containing images and sound files of the Dopefish's various and
}diverse incarnations, plus a slightly modified version of this very text.
}The page is accessible via the "*Commander Keen: Goodbye Galaxy*" page of the
}Apogee web site.

Why Dopefish?  Well, he swims, he eats, and he burps.  What more can you ask for?  I personally think that the latter reason is why Joe likes him so much. Joe is known for a few wall rattlers and personally did the voice of Dopefish in *Wacky Wheels* and *Rise of the Triad*.  He really practiced for it, too. Sitting at his computer at four in the morning with a two liter bottle of Diet Coke, he ran through take after take, hurting himself a couple times in the process, until he came up with just the right length and resonance.

To date, Dopefish has been involved in three Apogee games:  *Commander Keen: Goodbye, Galaxy!* (as a character), *Wacky Wheels* (making a secret cameo appearance), and *Rise of the Triad* (as a command line parameter and the subject of a song, the "Fish Polka," composed by me).  In addition, the first level in the rejected ROTT level set is called "Use the Fish."  If you load this level up, use the map cheat, and look at the map, you'll see that the entire level is essentially the Dopefish -- you're playing inside.  The title "Use the Fish" comes from the fax that Jay Wilbur of id Software sent Apogee when he granted them permission to use the Dopefish as a cameo character. Yet another incarnation of the Dopefish in ROTT is only in version 1.3 of the game -- when you complete it, there's a picture of a bucked tooth Joe Siegler (teeth compliments of artist Stephen Hornback) with a Dopefish pillow (again, made by Lee Jackson's wife Brenda) in his lap.

Even though the Dopefish belongs to id Software, he is a welcome adopted member of the Apogee family.  If there are ever any new Keen games, you can wager a goodly amount that the Dopefish will be in it.

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2.0 Installation of Dopefish Screen Saver

 Installation of the Dopefish Screen Saver couldn't be any simpler. You simply run SETUP.EXE from Windows. Then answer any of the Setup questions. When Setup is completed then all you need to do is click on Control Panel, then choose Desktop. Once that is done, go to the section on the Desktop labeled Screen Savers. Pull down the list of screen savers and you should see one named Dopefish. Select it. Then have fun. Choose Setup or Test to check them out. Set the speed of the fish and turn the sound on and off. When you want to get back to work, click on OK in the upper right hand corner of Desktop. Voila! Now when you're sitting back at your computer working on that new novel, you can be entertained by the big green guy.

 When the Dopefish Screen Saver has completed its Setup, you may delete the Setup files in the directory you created for them. They are the files with the underscore (_) on the end of each of their names. You should still keep a backup of the screen saver in a separate place though.

 NOTE: The installation method mentioned above is for Windows 3.1x. If you are using Windows95 or a separate screen saver setup such as Norton Desktop for Windows, the installation may be slightly different. Check with your manuals.

2.1 Files released with Dopefish Screen Saver

 Check here to see if you're missing any files for the Dopefish Screen Saver. If you are missing any required files, check section 2.4 of this documentation to find where to get the latest updates.

BELCH*.WAV    - Sound files of Dopefish burps. Required if you want to hear
             them.
~CMDIALOG.VBX   - Required. Internal programming file.
^DOPEFISH.SCR    - Required. Main executable file for Dopefish Screen Saver.
DOPEFISH.WRI     - What you're reading. Not required, but quite handy to have.
FILE_ID.DIZ      - PC Board description file. Not required to run the program, but I
            require it of you if you plan on uploading this to a local BBS.
~MMSYSTEM.DLL  - Required. Internal programming file.
~SETUPKIT.DLL    - Internal programming file used for Setup. Not required after
            installation.
~THREED.VBX     - Required. Internal programming file.
~VER.DLL       - Internal programming file used for Setup. Not required after
            installation, **HOWEVER** it is in general a required file for

|                                          | Windows, so if you didn't have it before, it's best to |
| keep it there                            | anyway. Most people usually already have this file      |
| for many other                           | applications.                                           |

The ^ denotes that these files are located in the Windows directory.
The ~ denotes that these files are located in the Windows\System directory.

Do not place these files anywhere else. They are required in those directories. The Dopefish Screen Saver will not run without them.

2.2 Instructions On How To Use Dopefish Screen Saver

Instructions are fairly straight forward. Click Setup in Desktop to set up Dopefish Screen Saver. You will see some buttons and some options to set. First, click those buttons. You will see some various information about me and what I've gone through to prepare this screen saver.

You can also set those options such as setting speeds for the fish by sliding the bars back and forth and you can turn the sound on and off.

2.3 Requirements To Run Dopefish Screen Saver

In order to run Dopefish Screen Saver you will need a working copy of Windows 3.1 or higher. You must have VBRUN300.DLL in your WINDOWS\SYSTEM directory as well. A sound card is recommended for the sound effects. If you have the PC Speaker driver installed for Windows, that should work as well. This screen saver has been tested in Windows95 and it does work! You should also be able to use this screen saver with Windows 3.0 with the Multimedia Extension Upgrade Kit, however I am not sure.

2.4 How To Obtain New Copies of Dopefish Screen Saver

You can get the newest and most up-to-date copy of the Dopefish Screen Saver by logging on to Software Creations. Then simply download the file. All Dopefish Screen Saver zip files will be labeled as such:

DOPEVxxx.ZIP    <where xxx is the version number, i.e. DOPEV100.ZIP.>

You can also get the latest updates and information on the Dopefish Screen Saver at my home page:

**http://www.khanhdom.com/andre/**

And when you visit my site, feel free to check out the rest of it. I usually update and change information on my home page whenever I get a chance. I'll try to have a separate page for all Dopefish Screen Saver related materials and information. I may even start posting all of my betas to the public, depending upon what happens. Like I said, visit my

page for the latest information!

3.0 Features Soon To Come!

Here are some features that will show up in future versions of Dopefish Screen Saver:

- Bubbles!
- MIDI music in the background.
- The ability to select any background behind the fish.
- Password protection.
- Some other small suprises. I don't even know what they are yet.

4.0 Known Bugs

Some known bugs at this time are:

- Animation of Dopefish eating small fish isn't perfect.
- Background behind fish isn't transparent.
- Schoolfish stop when Dopefish stops.
- Dopefish does not shut his mouth after a fish has gone beyond the screen width and can no longer catch it.

4.1 Revision History

ßeta Version 0.10
  First version. No menus and no exit to program.

ßeta Version 0.11
  Fixed program taking too many system resources. Animation isn't as smooth as v0.10. Menu displayed but not usable. Increased speed of fish for development.

ßeta Version 0.20
  Program no longer starts in maximized mode. Menu item Credits is usable. Makes use of .WAV files.

ßeta Version 0.25
  Renamed program from Dopefish Screen Saver to Dopefish Tank. All menu items are usable. User can change speed of fish. Dopefish now opens mouth to eat fish.

ßeta Version 0.30
  Finished animation effect of Dopefish eating little fish. Renamed Credit menu item to Info. Added word from author information. Added version changes information.

ßeta Version 0.35
  Increased animation smoothness of fish. Renamed program back to Dopefish Screen Saver. Removed menu items and other items for screen saver conversion. Added Setup

window.

ßeta Version 0.40
Made screen saver window the topmost window. Fixed control boxes so user can't modify size of windows. Fixed file access problem. Centered all windows. Optimized code.

ßeta Version 0.42
Fixed left image of Dopefish. Randomized which side the fish started on when screen saver is executed. Added beta tester credit list. Dopefish now "swims". Fixed icon.

ßeta Version 0.44
Removed use of DOPEFISH.INI file. Now uses CONTROL.INI to store all variables. Removed Version Changes window. Added Swim Speed control bar to let user vary animation speed.

ßeta Version 0.46
Attempted to fix Windows 95 compatibility problem with screen saver stopping too early. Added Wake On Mouse Move option so mouse will not be able to stop screen saver if user unchecks this. Made all setup controls either check boxes or scroll bars. Renamed Little fish speed to Schoolfish speed.

ßeta Version 0.50
Added MIDI music file support. Added Music Options... button and submenu. Dopefish Screen Saver now makes use of an installation program. Fixes problem with screen saver stopping after a while of use. Also fixes the mouse move problem. Added 3D look to setup windows.

ßeta Version 0.60
Added multiple schoolfish to screen saver. Added scroll bar in Setup to select the amount of schoolfish to show. Added values next to scroll bars. Temporarily grayed some options that are not finished yet to make it suitable for public release. Added some counters so that Dopefish speed will not be lower than Schoolfish speed.

Public ßeta Version 1.00
Fixed some credits. Changed the version number for public release.

5.0 Contacting the Author

If you would like to contact me for whatever it may be, to comment on the Dopefish Screen Saver, to report a bug, to give me a job, etc., here is how:

You can either contact me on the Internet: andre.viens@swcbbs.com

- Or -

You can call up Software Creations: (508) 368-7036

And leave mail for me there directly.

5.1 What You Can Do To Help the Dopefish Screen Saver

This program was written in Visual Basic 3.0 for Windows 3.1x. If you know anything about programming in this language, and feel that you can help make the Dopefish Screen Saver better, contact me. You won't get paid, but I wasn't paid either while making this.

Yes, it's true, I don't know everything about programming. No, no, don't try to deny it. So if you feel you have something to contribute to this screen saver, that I might not have the expertise to program, let me know. I've had my share of dilemmas with this program over the time I've been making it and I'd appreciate any extra help to make it better.

6.0 Credits and Thanks

Some credits to the following people:

Me. Without me and my love for the Dopefish, this crazy program would have never been created, by me anyway.

Phillip Proctor. Assistant programmer to the Dopefish Screen Saver. He put a lot of hard work into this project and he didn't even get paid for it. Without his assistance, the Dopefish Screen Saver wouldn't be even a quarter as good as it is now.

Tom Hall & Adrian Carmack. If it wasn't for these guys, the Dopefish wouldn't even be around. I think we should all thank them just for that.

Lee Jackson and Bobby Prince. For supplying the music we all know and love to accompany the Dopefish on his quest to protect your screen and to accompany him in games like Commander Keen and ROTT.

Joe Siegler. If it wasn't for this guy, the Dopefish would not have reached his immortal status as we know him now. He helped me throughout the programming of the Dopefish Screen Saver to make it better, supplying graphics and sounds for use in my program. It greatly simplified my process of making this program.

My beta testers. Scot Trudeau, Terry Herrin, Nick Tortorelli, John Schmidt, Joe Siegler, Kelly Rogers and Phillip Proctor. Without them and their ideas and suggestions, well you'd have one hell of a buggy and boring program. You can talk to them all on Software Creations as well. It made it quite handy for me.

Finally, I'd like to thank the Dopefish supporters out there for liking the Dopefish and it's supplemental free products. Truthfully, if it wasn't for the huge demand for this program

to be made by you guys, this program would still be sitting half done on my computer. I was monitoring the Apogee conferences, and when the fans of the Dopefish asked Joe about the screen saver and when it would be completed and how cool they think something like that is, well that gave me the motivation to continue on with this long project.

 Apologies if I missed anyone. Contact andre.viens@swcbbs.com for corrections and modifications. If I missed your name in this Credit section and you had an integral part in this program, please contact me and I will add you immediately.

7.0 Legal Stuff

 I hereby disclaim that in no event shall I be held liable for any damages whatsoever including direct, indirect, incidental, consequential, loss of business profits, or special damages.

 That sounds real bad, but in actuality my screen saver should not do that. I just need to put that there so I will cover myself from people trying to make a quick buck.

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Software Creations™ is a registered trademark.
Apogee Software™ is a registered trademark.
id Software™ is a registered trademark.
The Dopefish is owned by id Software.
The Apogee FAQ is the property of Samuel Stoddard.