yesTRUEyesyesyesDTX - Help InformationDTXyesyes01/06/95

Contents

Help file produced by   **HELLLP!** v2.3a , a product of Guy Software, on 1995-06-01 for Unregistered User.

The above table of contents will be automatically completed and will also provide an excellent cross-reference for context strings and topic titles.   You may leave it as your main table of contents for your help file, or you may create your own and cause it to be displayed instead by using the I button on the toolbar.   This page will not be displayed as a topic.   It is given a context string of _._ and a HelpContextID property of 32517, but these are not presented for jump selection.

HINT: If you do not wish some of your topics to appear in the table of contents as displayed to your users (you may want them ONLY as PopUps), move the lines with their titles and contexts to below this point.   If you do this remember to move the whole line, not part.   As an alternative, you may wish to set up your own table of contents, see Help under The Structure of a Help File.

   Do not delete any codes in the area above the Table of Contents title, they are used internally by HELLLP!

General Info

DTX is a utility that allows you to examine, save, and replace most of the images and sounds in registered versions of the game Descent.

DTX is distributed as shareware. If you are a CompuServe member you can register the product online by GOing SWREG and entering registration number 5995. If you are not a CompuServe member, please see the file README.TXT for more information.

Version history

Coming features
- Some means of distribution of modified resources
- Support for music resource editing (I need the HMP sound file specification by Human Machines Interfaces; if anyone knows where to get it, please let me know)
- Other ideas suggested by innovative DTX users

Known problems
- Replaced images don´t always look good if the Windows display driver supports less than 64K colors

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Loading and saving resource files

Descent keeps most of its data in two main resource files: DESCENT.HOG and DESCENT.PIG. DTX has the ability of manipulating DESCENT.PIG, which contains most of Descent´s image and sound data.

When DTX starts for the first time, it will ask for the name of a Descent PIG file. If a valid PIG file name is supported, the file will load, and a status bar will indicate the name of the resource file and the file´s version number. Currently, versions 1.0 and 1.4 of registered Descent are supported.

When image/sound resources have been changed, the resource file can be saved to disk. Don´t forget to make a backup copy of the original DESCENT.PIG before saving to a file with the same name in the Descent directory.

Each time a resource file is loaded or saved, it will be added to the ´Recent Files List´ that appears below the Exit choice in the File menu. This list is a convenient shortcut for loading up to ten previously used resource files.

Image Manager

The Image Manager shows all images in the current resource file.

Description: A short description of the image.
Size: Image width and height in pixels.
Name: Descent´s internal name of the image.
Transparent: Any white pixels (palette color index 255) of the image will not be drawn on the screen.
See-through: Any dark brown pixels (palette color index 254) of the image will be replaced with whatever is beyond the wall with this texture on it.
Animated: The image consists of two or more image frames that will be shown in sequence as an animation. (Note that some of the images are not really animated, but still share the same name. Look at ´gauge18´ in the ´Cockpit Info´ section for an example).
Replaced: An ´R´ in this column indicates that the image has been replaced with another image since the resource file was loaded.

Commands
Save: Saves the image as a BMP file (256 colors). Select multiple images for saving by using Ctrl-click and/or Shift-click in the image list window. The frames of an animated image will automatically get an extension corresponding to their position in the animation.
Replace: Reads a BMP file from disk and replaces the current image. See note about Windows display drivers.
Show frames: Shows all frames of an animated image.
Hide frames: Hides the frames of an animated image.

Replacing an image
When a BMP file is opened to replace the current image, you will be given the opportunity to control the clipping of the imported image. The clipping dialog has the following options:
X offset: The spin button changes the X offset into the imported image.
Y offset: The spin button changes the Y offset into the imported image.
Width: The spin button changes the width of the new image. All frames of an animated image must have the same width.
Height: The spin button changes the height of the new image. All frames of an animated image must have the same height.
Stretch: When this button is pressed, the imported image will be stretched as necessary to completely fill the area of the new image. In this case, the X and Y offset values will have no effect.

When the Ok button is selected, DTX will convert the BMP file to a Descent bitmap, and optimize the palette as far as possible. Please note that images with many different colors may not look good after optimizing. This is because the available colors are restricted to those contained in Descent´s standard palette.

Sound Manager

The Sound Manager shows all digital sounds in the current resource file.

Description: A short description of the sound.
Length: Sound length in seconds.
Name: Descent´s internal name of the sound.
Replaced: An ´R´ in this column indicates that the sound has been replaced with another sound since the resource file was loaded.

Commands
Play: Plays the sound.
Save: Saves the sound as a WAV file (11025 Hz, 8 bit, mono). Select multiple sounds for saving by using Ctrl-click and/or Shift-click in the sound list window.
Replace: Reads a WAV file from disk and replaces the current sound. The WAV file must be a standard, unpacked PCM file, and can be of any format (e.g. 44100 Hz, 8 bit, stereo); it will be automatically resampled and converted to Descent´s internal sound format.

Distributing changes

So now you have changed the WALL001 texture and some others, and used Devil to create a custom level that´s really great and makes use of these special textures. What happens when other people run this level in their version of Descent?

Well, the textures will not look very different unless you tell Descent that something has happened to them. Unfortunately, there is no simple way of adding/changing textures and sounds like in DOOM, where they could simply be put in the same WAD file as the new DOOM level.

To get around the problem, do like this:
- Use DTX to save all changed/added resources in a DTX patch file.
- Distribute the patch file together with DTXPATCH.EXE, and make sure everyone runs DTXPATCH.EXE with your patch file on their DESCENT.PIG file before loading your new Descent level.

This solution is a bit ugly, I know. But it works, and lets you distribute modified Descent resources in a small patch file. Hopefully Parallax/Interplay will make it easier to incorporate modified resources in future versions of Descent.

Cheat codes

Here is a list of all known Descent cheat codes as of may 1995.

All cheat codes should be typed in when playing. First, enable cheats by typing GABBAGABBAHEY. You will receive a ´Cheats Enabled´ message. Then, type one or more of the following codes:

Shareware/registered cheat codes
FARMERJOE - Warp to another level
GUILE - Cloak on/off
MITZI - Get all keys
RACERX - Invulnerability on/off
SCOURGE - Get all weapons in shareware version
TWILIGHT - Recharge shields
Alt+F in map mode - Display full map

Registered only cheat codes
AHIMSA - Robot firing on/off
BIGRED - Get all weapons in registered version
BIOPSYTOYBIOPSYTOYBIOPS - Destroy Main Reactor/Boss
BRUIN - Extra life
BUGGIN - Turbo speed on/off
FLASH - Mark the exit path with energy powerups

Credits

Among others, the following people deserve a special thanks:
- Achim Stremplat, the creator of Devil, for letting others share his invaluable research
- Michael Salzlechner and Robert Zoz, for beta testing and great suggestions
- Borland, for creating such a brilliant development tool as Delphi
- The people at Parallax and Interplay, for giving us one of the greatest games ever

Pulse Code Modulation (PCM) Format

This is the standard Windows sound format. It stores the sound as uncompressed 8 or 16 bit samples. To convert any other WAV file format to PCM, use a suitable converter, such as the Sound Recorder if you are using Windows 95.

Windows display drivers and the Image Manager

To get the best results when replacing images, use a Windows display driver with 64K colors or more. A 256 color display driver will give good results when the imported BMP files have 256 colors or less. A 16 color display driver will only work well with BMP files of 16 colors or less.

DTXPATCH.EXE

This utility patches DESCENT.PIG with the information in a DTX patch file (*.DTX).
Type DTXPATCH /? in a DOS window for more information.

DTX Version history

0.94
- Export of all frames in animated images
- Export of multiple resources
- Better clipping routines when importing BMP files
- Recent Files List
- Toolbar

0.93a
- First public version