WINTREK 2.0 Help Index
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Game Menu

The Game menu includes commands that enable you to start or end a game, or to view the high score tables for all difficulty settings .

For more information, select the Game menu command name.

New   Starts new game.
High Scores   Displays high scores.
Exit   Ends game.

Navigation Menu

The Navigation menu includes commands that enable you to change your view of the <u>galaxy</u>, move the starship to a different <u>location</u>, or to launch a <u>probe</u>.

For more information, select the Game menu command name.

<u>SRS</u>   Shows objects in your <u>sector</u>.
<u>LRS</u>   Shows discovered objects in the galaxy.
<u>Engines</u>   Moves Enterprise to another location.
<u>Probe</u>   Launches a probe.

Weapons Menu

The Weapon menu includes commands that enable you to destroy Romulans and to supply energy to the shields.

For more information, select the Weapons menu command name.

Torpedoes   Launches photon torpedos.
Phasors   Fires phasors.
Shields   Raises shields.

Computer Menu

The Computer menu includes commands that enable you to calculate the minimum <u>shields</u> setting, the required <u>heading</u>, <u>distance</u>, time, and energy requirements to get to a specific <u>location</u>.

For more information, select the Weapons menu command name.

<u>Min Shield</u>   Gives minimum safe shield setting for situation.
<u>Heading and Dist</u>   Gives required heading and distance.
<u>Time</u>   Calculates time required for movement.
<u>Energy Needs</u>   Calculates energy required for movement.

Help Menu

The Help menu includes commands that enable you to call the Windows 3.0 Help Engine and to display development information.

For more information, select the Help menu command name.

Help   Calls the Windows 3.0 Help Engine.
About   Displays development information.

Glossary

Context Sensitive Help Topics

The following topics are available for Context Sensitive Help

Game New Command	Starts new game.
Game High Scores Command	Displays high scores.
Game Exit Command	Ends game.
Navigation SRS Command	Shows objects in your sector.
Navigation LRS Command	Shows discovered objects in the galaxy.
Navigation Engines Command	Moves Enterprise to another location.
Navigation Probe Command	Launches a probe.
Weapons Torpedoes Command	Launches photon torpedos.
Weapons Phasors Command	Fires phasors.
Weapons Shields Command	Raises shields.
Help Help Command	Calls the Windows 3.0 Help Engine.
Help About Command	Displays development information.

Game New Command

Selecting this item from the menu will invoke a dialog box asking if you are sure you want to start a new game. If you select Yes, a new game will begin. Selecting No will cancel the request.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on New.

Keyboard   -   Pressing Alt+G, then N.

Shortcut Key   -   F10.

Game High Scores Command

Selecting this item from the menu will popup another menu for selection of the difficulty level for which you want to see the high scores.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on High Scores, then the difficulty.

Keyboard   -   Pressing Alt+G, then H, then B, I, or E.

Shortcut Key   -   None.

Game Exit Command

Selecting this item from the menu will invoke a dialog box asking if you are sure you want to quit the game. If you select Yes, WINTREK will terminate. Selecting No will cancel the request.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on Exit.

Keyboard   -   Pressing Alt+G, then X.

Shortcut Key   -   Shift+F10.

Navigation SRS Command

Selecting this item from the menu will change the display to the Short Range Sensor (SRS) mode, if they have not been damaged. A detailed view of the sector will be shown. The exact location of an object can be determined.

The command is invoked by:

       Mouse   -   Clicking on Navigation, then clicking on SRS.

       Keyboard   -   Pressing Alt+N, then S.

       Shortcut Key   -   F2.

Navigation LRS Command

Selecting this item from the menu will change the display to the Long Range Sensor (LRS) mode if they have not been damaged. An undetailed view of the entire galaxy will be shown. The sectors will be blank if they have not been scanned by the enterprise. For a sector to be scanned, the enterprise must use the LRS, and then only sectors that are immediately adjacent to the enterprise are scanned. Once a sector has been scanned its contents will be known throughout the game. The exact location of an object cannot be determined with the LRS.

The command is invoked by:

       Mouse   -   Clicking on Navigation, then clicking on LRS.

       Keyboard   -   Pressing Alt+N, then L.

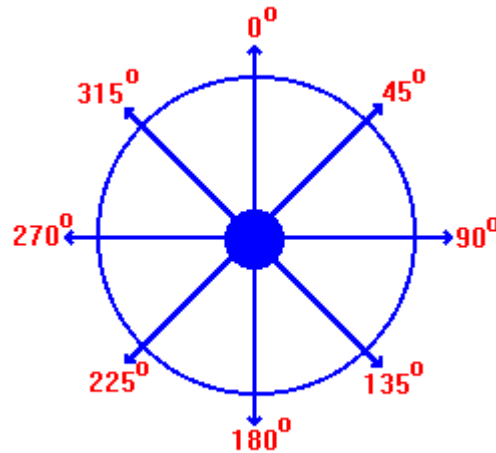   Shortcut Key -   F3.

Navigation Engines Command

Selecting this item from the menu will invoke a dialog box that will require 3 inputs, the heading in degrees, the distance in parsecs, and the warp factor. These three values will determine how the Enterprise will move from one location to another.

The command is invoked by:

      Mouse   -   Clicking on Navigation, then clicking on Engines.

      Keyboard   -   Pressing Alt+N, then E.

      Shortcut Key -   F4.

<div align="center">

INPUT DESCRIPTION

</div>

    1. Heading   -   This is an integer value, in degrees, ranging from -32676 to 32676. The zero value is at 12 o'clock and the value increases clockwise as shown below.

    2. Distance   -   This is an floating point value, in parsecs, that indicates the distance to be traveled. The galaxy is 8 parsecs square.

    3. Warp Factor   -   This is an floating point value that indicates the speed of the enterprise. Movement at Warp 2 will get you to your destination twice as fast as travel at Warp 1. However, your energy consumption will increase approximately 3 times.

Navigation Probe Command

Selecting this item from the menu will invoke a dialog box that will require 2 inputs, the <u>heading</u> in degrees and the distance in <u>parsecs</u>. The probe will scan the nearest 4 <u>sectors</u> and report back through the <u>LRS</u>. The probe travels at <u>Warp</u> 7.

The command is invoked by:

      Mouse   -   Clicking on Navigation, then clicking on Engines.

      Keyboard   -   Pressing Alt+N, then B.

      Shortcut Key   -   F5.

INPUT DESCRIPTION

      1. Heading   -   This is an integer value, in degrees, ranging from -32676 to 32676. The zero value is at 12 o'clock and the value increases clockwise. (See Navigation Engines Command for more details).

      2. Distance   -   This is an floating point value, in parsecs, that indicates the distance to be traveled. The <u>galaxy</u> is 8 parsecs square.

Weapons Torpedoes Command

Selecting this item from the menu will invoke a dialog box that will require 1 input, the <u>heading</u> in degrees. A photon torpedo will be fired at that heading. Photon torpedoes will destroy <u>Romulans</u> and <u>Starbases</u>, but will have no effect on stars.

The command is invoked by:

       Mouse   -   Clicking on Weapons, then clicking on Torpedoes.

       Keyboard   -   Pressing Alt+W, then T.

       Shortcut Key   -   F6.

<center>**INPUT DESCRIPTION**</center>

      1. Heading   -   This is an integer value, in degrees, ranging from -32676 to 32676. The zero value is at 12 o'clock and the value increases clockwise as shown below. (See Navigation Engines Command for more details).

Weapons Phasors Command

Selecting this item from the menu will invoke a dialog box that will require 1 input, the energy to be used in the phasors. A phasor will only destroy Romulans and will bend around stars, but as the distance to the Romulans increases, the energy demand increases. Also, the higher the difficulty, the more energy required to kill the Romulan.

The command is invoked by:

       Mouse   -   Clicking on Weapons, then clicking on Phasors.

       Keyboard   -   Pressing Alt+W, then A.

       Shortcut Key   -   F7.

INPUT DESCRIPTION

1. Energy   -   This is an floating point value in gigaergs.

Weapons Shields Command

Selecting this item from the menu will invoke a dialog box that will require 1 input, the energy to be used in the <u>shields</u>. As the distance to the <u>Romulans</u> increases, the energy demand decreases. Also, the higher the difficulty, the more energy required to defend the attack

The command is invoked by:

      Mouse   -   Clicking on Weapons, then clicking on Shields.

      Keyboard   -   Pressing Alt+W, then H.

      Shortcut Key -   F8.

INPUT DESCRIPTION

1. Energy   -   This is an floating point value in gigaergs.

Computer Min Shield Command

Selecting this item from the menu will bring up a dialog box that gives the minimum required <u>shields</u> setting for safety.

The command is invoked by:

Mouse - Clicking on Computer, then clicking on Min Shield.

Keyboard - Pressing Alt+C, then M.

Shortcut Key - F11.

INPUT DESCRIPTION

None.

Computer Heading and Dist Command

Selecting this item from the menu will bring up a dialog box that will require 4 inputs to give the needed <u>heading</u> and <u>distance</u> to move to a specific point.

The command is invoked by:

      Mouse   -   Clicking on Computer, then clicking on Heading and Dist.

      Keyboard   -   Pressing Alt+C, then H.

      Shortcut Key   -   F11.

<div align="center">

INPUT DESCRIPTION

</div>

1. Sector X   -   This is the number shown at the top of the <u>LRS</u> display.

2. Sector Y   -   This is the number shown at the left on the LRS display.

3. Location X   -   This is the number shown at the top of the <u>SRS</u> display

4. Location Y   -   This is the number shown at the left on the SRS display.

Computer Time Command

Selecting this item from the menu will bring up a dialog box that will require 2 inputs, the <u>distance</u> and the <u>warp factor</u>, to give the time required to move to a specific point.

The command is invoked by:

  Mouse   - Clicking on Computer, then clicking on Time.

  Keyboard - Pressing Alt+C, then T.

  Shortcut Key - F12.

INPUT DESCRIPTION

  1. Distance - This is an floating point value, in parsecs, that indicates the distance to be traveled. The <u>galaxy</u> is 8 parsecs square.

  2. Warp Factor - This is an floating point value that indicates the speed of the enterprise. Movement at Warp 2 will get you to your destination twice as fast as travel at Warp 1. However, your energy consumption will increase approximately 3 times.

Computer Energy Needs Command

Selecting this item from the menu will bring up a dialog box that will require 2 inputs, the <u>distance</u> and the <u>warp factor</u>, to give the energy required to move to a specific point.

The command is invoked by:

      Mouse   -   Clicking on Computer, then clicking on Energy Needs.

      Keyboard   -   Pressing Alt+C, then E.

      Shortcut Key   -   Shift+F4.

<div align="center">

INPUT DESCRIPTION

</div>

      1. Distance   -   This is an floating point value, in parsecs, that indicates the distance to be traveled. The <u>galaxy</u> is 8 parsecs square.

      2. Warp Factor   -   This is an floating point value that indicates the speed of the enterprise. Movement at Warp 2 will get you to your destination twice as fast as travel at Warp 1. However, your energy consumption will increase approximately 3 times.

Help Help Command

Selecting this item from the menu will start up the Windows 3.0 Help Engine to display game procedures and information.

The command is invoked by:

Mouse   -   Clicking on Help, then clicking on Help.

Keyboard   -   Pressing Alt+H, then H.

Shortcut Key   -   F1.

INPUT DESCRIPTION

None.

Help About Command

Selecting this item from the menu will call a dialog box to display program development information.

The command is invoked by:

Mouse   -   Clicking on Help, then clicking on About.

Keyboard   -   Pressing Alt+H, then A.

Shortcut Key   -   None.

INPUT DESCRIPTION

None.

Registration

This software has been developed as a shareware product. Please distribute the software (Without Modification) to others who may be interested. Also, feel free to upload the software to your favorite bulletin boards. If you enjoy the product and feel that it is worthy of registration, please send your name, address, and payment of $8.00 (U. S. funds) to:

TSoft
#9 Brittany Ln.
Odessa, Texas 79761

(Texas residents include 8.25% sales tax. Please let us know how you obtained the software. Quantity discounts are available. Please write or call (915) 366-2168 for details. Sorry, but we cannot accept phone orders at this time.

An ASCII text file, REGISTER.TXT, has also been included for this purpose. Just print the form as you would any other text file, fill in the blanks, and return to the above address.

User Support

TSoft will support this software. If you have any questions about WINTREK, feel free to write or call us at (915) 366-2168. Please call between 5:30 and 10:00 PM, Central Time, Monday thru Friday. Or call between 12:00 and 10:00 PM on Saturday and Sunday. We are also interested in any comments you have about WINTREK. Ideas for future improvements are also welcome.

This software has been tested in an effort to eliminate as many bugs as possible. However, if you find a "FEATURE" that you think is a bug, please let us know. Try to be as specific as possible about the circumstances that led to the discovery of the bug.

Distance

Measured in parsecs. One parsec is the distance across one sector.

Galaxy

The entire area that is available for play. It is 8 sectors by 8 sectors in size.

Heading

The direction for movement of the starship, torpedoes, or probes. It is measured in degrees, clockwise from the top.

Location

A specific point whitin a sector.

LRS

Long Range Sensors.

Parsec

The distance across one sector horizontally or vertically.

Probe

Device launched to determine the contents of 4 adjacent sectors.

Romulan

The bad guys who are trying to take over the galaxy.

Sector

An area 1 square parsec in size. One sector is displayed in by the SRS.

Shield

Used to protect the Enterprise from attack.

SRS

Short Range Sensors.

Starbase

Docking at a starbase will replentish all supplies and repair equipment. Requires 6 hours of time to dock.

Warp Factor

The speed that the enterprise travels.