

<HTML>
<HEAD>
<TITLE>Lambda Game Info</TITLE>
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<H1><CENTER>Lambda Info/Data Channel</H1></CENTER>

<P>Lambda is a 3D Space Combat Simulator like X-Wing and Wing Commander. The somewhat graphically disappointing port of Wing Commander from the PC to the Amiga Platform and the non-existence of subsequent Space Combat Simulators has inspired the creation of Lambda - featuring to date the most advanced 3D Space environment:

<H2>Requirements</H2>

<I>Minimum: AGA, WB3.0, 030 Processor + FPU, CD-Rom, 4MB Fast, Hard Drive

Recommended: Graphics Card, 040/40 Processor + FPU,16MB Fast, Hard Drive

Kicks Ass on: CV64 or PIV, 060/50 Processor, ZorroIII Bus, 32MB Fast</I>

<P>The program has recently been written completely from scratch to support FPU quite heavily. During the rewriting almost all of the nasty bugs of the old Lambda were removed. Current version of Lambda will

not work on Amigas without an FPU anymore. Also because the MC68882 FPU is extremely slow a

040 / 40MHz should be considered the minimum recommended system. </P>

<H2>Features</H2>

256 colours

Texture mapped Lambert & Gouraud shaded polygon objects

Gouraud shaded fog/nebula background, laser bolts, light glows, thruster flames, smoke trails, shield blasts and explosion shockwaves

Translucent mathematically generated bitmap explosions

Translucent plasma projectiles

Background planets

Multiple point light sources

Interleaving of objects to allow flight through the structures of capital ships

Child objects (eg. light from engines, turrets on capital ships)

Collision detection

- AGA, CyberGraphX and Picasso96 support with user selectable screenmode
- Mouse and keyboard control (digital & analog joystick and joypad support planned)
- AHI Playback
- Realtime Audio Effects - Panning, Distance Fading and Doppler Shifts
- LambdaC! - bytecode based event scripting language with internal compiler

<P>The Game is still in it’s early stages, with only the 3D GFX Engine being worked on - however development is proceeding at a steady pace and the list of features gets bigger with every passing moment.</P>

<P>No PPC support is planned as yet, at least until someone is kind enough to email the author a PPC card and invent a universal PPC Kernel that ALL developers adhere to.</P>

<P>Also don’t expect special support for Graphics cards (CV3D, BVision or PicassoIV), unless of course someone wants to send us some free development hardware ;)</P>

<H2>Game Engine Speed</H2>

<P>Lambda runs at a fair pace even on a relatively slow spec Amiga (AGA 030/50 8MB):

<TABLE BGCOLOR="#002200" WIDTH="85%" CELLSPACING="1" BORDER="1"><CAPTION><CENTER>Lambda Speed Benchmark in FPS</CENTER></CAPTION>

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<TH>320x256 Simple AGA
<TH>320x256 Detailed RTG
<TH>320x256 Simple RTG

<TR>
<TH>A1200 030/50

<TD>8fps
<TD>10fps
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<TD>N/A

<TR>
<TH>A1200T 040/25

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<TD>24fps
<TD>27fps

<TR>
<TH>A1200T 040/40 ZII

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<TD>22fps
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<TD>28fps

<TR>
<TH>A2000 060/50 P96

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<TR>
<TH>A3000 060/50 CGX

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<TD>38fps

<TR>
<TH>A4000 060/50 CGX

<TD>40fps
<TD>50+fps!!
<TD>30fps
<TD>35fps
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Resolutions</CENTER></CAPTION>

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RTG
<TH>640x480
RTG
<TH>800x600
RTG

<TR>
<TH>A1200T 060/50 ZII

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<TD>~8fps
<TD>

<TR>
<TH>A2000 060/50 P96

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<TD>~4fps

<TR>
<TH>A3000 060/50 CGX

<TD>
<TD>~14fps
<TD>~12fps

<TR>
<TH>A4000 060/50 CGX

<TD> ~16fps
<TD>~7fps
<TD>

</TABLE>

<P>These rates are based on averages acquired from a number of sources. My thanks to those who beamed their spec and rates to me.

<P>If anyone wishes to send their rates and spec to me, feel free. Please use the hailing frequency of:

LambdaFPS@Illuvatar.Demon.CO.UK

<P>The contents of this page may change periodically, any update will broadcast on the Sub-ether news waveband.

<P>Back...

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