

HELP

COLLABORATORS

	<i>TITLE :</i> HELP	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		July 22, 2024
<i>SIGNATURE</i>		

REVISION HISTORY

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Chapter 1

HELP

1.1 Virtual Worlds Help

```
*****
*
*      V I R T U A L      -      W O R L D S      *
*
*      (C) UK 1994-5 Mark Tiffany      *
*
*****
```

```
If YOU HAVEN'T DONE SO ALREADY THEN REGISTER!
link "REGISTRATION" 0}
```

IMPORTANT - READ ME FIRST!

- I. Getting Started
 - Hardware Requirements
 - Software Requirements
 - II. Installation
 - Floppy disk
 - Hard Disk
 - III. Using Virtual Worlds
 - The Menu System
 - Preferences
 - IV. Editing Worlds
 - Commands
 - Objects
 - Locations
 - Population
 - V. Technical Stuff
 - History
 - Updates
 - Compatibility
 - Archive Contents
-

VI. Credits and stuff
 Copyright
 Disclaimer
 REGISTRATION
 Thanks go to...

1.2 Virtual Worlds Help

V I R T U A L W O R L D S H E L P =====

Welcome to Virtual Worlds Help. This help file has been opened such that it is running concurrently with Virtual Worlds - i.e. you can nip back to Virtual Worlds and try something and this help file will still be ready for you. To return to Virtual Worlds, click on the button in the top right hand corner of the screen, and do the same again to return here. If you close the file, then it can be re-opened in the normal way.

<WARNING> If you keep using the Virtual Worlds button to get help and do not close the help files, then you will end up opening several copies of this file! This will take up memory so is inadvisable.

Please note that if you are using a 1.3 machine then this help file will appear corrupted. This is merely due to accessing of newer functions that are unavailable in KickStart 1.3, and will not impair the information contained in the text.

Okey Dokey - Lets find something out!

1.3 Virtual Worlds - Hardware Requirements

To run Virtual Worlds you will need at least 1 MB of memory. However, with 1 MB machines, this help file may not be accessible from within the Virtual Worlds program. A hard disk is recommended, but not required - however a RAD: device will allow similar benefits when working on a World file from such a device.

Virtual Worlds requires KickStart 1.3 or greater to run. However, the interface was originally designed for WB2+, and the fact that it runs on WB1.3 machines is an unexpected side-effect! All features ARE accessible on both versions, but may be accessed in a slightly different manner. Virtual Worlds utilises the extra features available from 2.x upwards where available.

Please note - this help file is designed for WB2+. On WB1.3 machines, certain features (such as italics) do not appear to be shown correctly. As such there may be a few 'misaligned' characters - these will not mar the functionality or information contained within this document.

1.4 Virtual Worlds - Software Requirements

The only software required to run Virtual Worlds is what is supplied in the original archive. Obviously, it requires the appropriate WorkBench version, ie 1.3 or greater.

Please note that the correct version of asl.library MUST be used for your machine. In the directory ASL are the 1.3 and 2.04+ libraries. When Virtual Worlds is run by booting from a disk created by the install program, the correct file is automatically selected for you. However, if running from a hard disk or another boot disk, then the appropriate library MUST be present in your Libs: drawer under the name of ASL.LIBRARY (as opposed to ASL204.LIBRARY. Virtual Worlds should then function correctly.

It has been brought to my attention that the supplied asl.library does not function correctly on the A3000. If you already have a copy, please use that. If not then try using either of the two supplied in this archive.

Please do NOT distribute the program as the disk created with the install program. Virtual Worlds may ONLY be distributed in its original archive.

1.5 Virtual Worlds - Floppy disk users

Floppy disk users should use the install utility provided in the archive. This will produce a fully working bootable disk from which Virtual Worlds should run. If you are booting from your own Workbench disk, you should ensure that the appropriate files in the LIBS, L, S, and FONTS directory are present on your boot disk. The use of a RAD: device is recommended if available, as this will reduce disk access times for the World files you are working on.

1.6 Virtual Worlds - Hard disk users

Hard disk users should use the install program provided to set up Virtual Worlds. Please see the software requirements.

1.7 Virtual Worlds - Menu System

Virtual Worlds provides two types of menus for you to use. All features of Virtual Worlds are accessible from both, so there is no benefit of one over the other, except for personal preference.

The standard menu to be used with Virtual Worlds is a Floating Menu which can be positioned anywhere on the screen, and the appropriate options selected from it. This menu can be turned off using the Preferences section.

The second menu type is the intuition style pull-down menus. These are always available and allow you to instantly access any feature of Virtual Worlds. These menus also have associated keyboard shortcuts, which can be used by the power-user to edit a World quickly and efficiently.

1.8 Virtual Worlds - Preferences

Virtual Worlds can be customised to your needs through this section of the program. From here, you can select whether to use a custom screen or the currently open Workbench screen, and also choose whether you wish to use the floating menu system.

From this options screen, you can also change the variable sizes used in World file. These only need to be changed if you have run out of places to store your information (a requester will tell you when this happens). For these options to work, you need to change them, and then select the save option. Now you will need to quit Virtual Worlds and reload, you should now be able to continue with your World.

If Virtual Worlds wont load after changing something here then bracket out offending tooltypes and restart. This will reset Virtual Worlds to its default settings. If a file is too large for the current variable size settings, you will be informed and presented with the option to enlarge your preferences settings to accommodate it.

1.9 Virtual Worlds - Commands

Within your world, the player needs to be able to make things happen, otherwise it wouldn't be worth their while playing it! Certain standard functions are already handled for you, such as the picking up and dropping of objects, and movement around the World. Examination of items is also built in and you do not need to define these yourself.

However, in certain situations, you will need other commands, such as PULL for PULL THE LEVER, and USE when you wish to USE THE SCREWDRIVER ON THE CAT. These extra commands will need to be defined by you.

On the Command Editing Window, there are two lists, the first being a list of all the commands you have defined, and the second being a list of all the objects you have defined. To add a new command, hit the Add Command gadget on the right and enter a name for it such as USE. It will be automatically converted to uppercase. That's all there is to it.

1.10 "

No World would be complete without actual objects. These are the items that the player can interact with, including immovable ones. To add a new object, hit the Add Object gadget and then enter a name for it. Each object may have a series of attributes, edited using the toggle gadgets on the Object Name Window. Any Object may either be movable or non-movable (as to whether the player may pick it up), and may emit light, or be worn.

In addition to these simple facets, an object may have objects inside or on top of it, ie, a MUG may have a HANDLE on it, or a DESK may have a LAMP on it. Or the MUG may have TEA in it. These can all be provided for using the Items In/On Windows. The list on the left of this screen are all the objects available, and the list on the right is all those in or on the object. Items

may be added or removed via the two buttons in the centre.

Possibly the most important gadget in this window in terms of understanding its use is the 'Visible' gadget. Obviously just about all your objects will be visible in the literal sense, but here it is used in the sense that an object which is visible will be mentioned whenever someone LOOKs at a room (and when they enter it). Also 'invisible' items will not be mentioned If they are in the players inventory. Standard procedure used to be that all 'Available' items were 'visible' items, so this is the assumption when loading a file from pre 1.015 versions. It is fairly good practice to keep to this convention, but there may be some objects that you wish to have as visible, but not available. An example might be a magical sword that you cant pick up, but which is always mentioned whenever you enter its locality. Also, you might want an available item to be hidden from immediate view, such as a loose brick in a wall. Remember that normally this would remain 'invisible' once picked up, so you may want to add an effect to the GET LOOSE BRICK command that makes the brick visible from then on.

1.11 "

You know -> where people live type thing.

1.12 "

SORRY - This feature is not implemented yet!

1.13 Virtual Worlds - A not so brief history

Virtual worlds started out life as a little utility for myself that I designed to help me create my own adventures in AMOS. I then realised that by fiddling with a few things, I could make an adventure creator, thus was born ACS, Adventure Creator System (the running system had the unfortunate name of ARS) in Nov. 1988. Around March 1989, I started giving ACS to my friends, and slowly it grew.

By the middle of 1990, ACS was beginning to look tacky. It had undergone so many revisions that it was on version 2.34 and rising rapidly. The organisation of it all was awful, so I started again - on Inspiration.

This was finished in Oct. 1990, and it looked a bit WB2.0 like, but not the real thing (because AMOS is bloody crap - and I don't want to start arguing with AMOS Pro fanatics - I have used BOTH and guess which I prefer?). It then stayed pretty much the same, undergoing changes to take it to V1.36, up until about Dec. 92. 'A' level exams came and went (3 A's by the way), and I did nothing with Inspiration. Nothing came of sending it to magazines, but friends liked it (they would) so I was happy.

Then Amiga Format came along in Nov. 93 and gave me Blitz2. I was hooked. I had played with C and Pascal, but I loved Blitz2. I borrowed the whole thing from a mate for a week, and wrote V1.000 of Virtual Worlds in that time (ie menu system, windows, file stuff, a few editing things). So I forked out the £50 and bought it myself, and haven't looked back since.

Although I was at University (Physics at Birmingham), and I had very little

time to program, I started producing Virtual Worlds. I bought an A1200 in January 94 and 2Megs of extra RAM in April 94, and produced the program you are hopefully finding at least slightly useful now.

1.14 Virtual Worlds - Update Information

Here is a record of updates made to Virtual Worlds in reverse order. (cos I get _REALLY_ hacked off when I have to sit and wade through 100's of updates to get to the latest info at the bottom!)

V1.016 10/1/95
=====

Fixed a bug in the menu window redraw routine which caused VW to crash occasionally when changing screenmode. CardSections are now removed from preferences window when the option is selected. Screen mode selector added for WB3+ machines. I _THINK_ that the TextEntry window problems should FINALLY be eradicated, due to cheating and just using the topaz font inside the window. Eradicated bug in effects window where strange things would occur if the last command was deleted. All current effect commands may be edited. Effect window may now be resized with no risk of crashes. Load/Save function now display correct version number in window bar. Tidied up screen names slightly. Compressed the executable from 272K down to 88K!

Also sorted out a few of the problems that had arisen on WB1.3 over the time since I was last able to check it (V1.009!!!). Surprisingly, most things still work, but due to the new gadget handling, something goes wrong when redrawing entire gadgetlists. I have a suspicion this is a bug in Blitz2, do this may well be fixed soon.

V1.015 6/1/95
=====

Fixed a rather obscure bug, whereby if you double clicked a location and then hit the name option on the menu window, an item was removed from the list of items in the room. Also fixed a very minor in the loading routines which would only occur with non-VW files. Added Visibility to objects. Improved menu window updates slightly using new routines. Also added objects in rooms and inventory maximums to the World files.

V1.014 1/1/95
=====

Thanks to finally sussing how to bypass the Blitz2 gadget commands and access the Intuition library directly, a window no longer needs to be closed and re-opened in order to change its gadgets. This greatly reduces the time taken to change between editing windows, and also makes the re-sizing operation far cleaner than it was.

V1.013 29/11/94
=====

Gadgets in the effects editing window now work.
More stable thanks to (finally) receiving Blitz2 upgrades.
Editing and menu window sizes and positions are now saved in your

preferences file.

Text editing window now works as expected.

Bug in loading help file fixed (i think).

Author information now saved with the World files.

First version released with a running system (minimal version).

V1.012 30/10/94

=====

Entire Interface is now screen font sensitive and will adapt itself to (hopefully) produce good-looking windows. Re-sizing of windows implemented which was actually the main bulk of the changes made.

CardSections implemented (similar to those in MicroShaft Excel) as an 'alternative' to menus, although they do not provide all possible menu selections - don't actually work yet!

DoubleClick detection now uses intuition Function which means that it will conform to whatever it was set to in your Prefs and not an estimate made by me.

Locations and Objects Descriptions now use the new text entry window rather than the cumbersome window used previously. Appropriate menu items have been removed.

TextEntry window has now been updated to be completely font sensitive.

A lot of work was done in the making of this version in terms of investigating the possibility of modularisation of the program, ie different modules for Monkey Island / EOB / Heimdall style adventures, and also for population things. Preliminary work has started on these ideas, and will feature in a later version.

Introduction of KeyFiles for registered users. This allows me to distribute the latest versions freely, and any user can use them - those who registered get their advantages, and unregistered still wont be able to distribute their files without being blatantly obvious. Ha Ha. This means registered users wont have to write to me and get updates direct- If they get the latest full archive, then it will work as a registered for them, and not for others.

MagicWB icon designed for those that use it.

V1.011 29/6/94

=====

Effects Implemented!!! Finally you can actually edit something useful! Okay, so there's only a few effects in this version, but more can easily be added (and will be). Feel free to suggest any new ones.

An addition that could easily be missed is the new connection feature for Location exits. Double clicking on a roomname on the Location Exits Window will not only set the specified direction to that room, but also the corresponding direction in the other room will be set to the current room as long as there is nothing already set for that direction.

Shouldn't be any nasty Gurus when VW does decide to die - not that it ever happened before of course ;).

Also, you will be told if VW cannot find its Gfx file in the normal place, the same applies to using the times font and the asl.library.

Configuration information has been moved to the ToolTypes of the main icon. Users of previous versions will have their S:VW.config files removed, and the information saved in the tooltypes when they first run a more recent version.

ASL File requester now opens on VW's custom screen and doesn't show any .info files or .DAT files any more. It will also stay in the same place that

you last closed it, and will also open onto the last used path. Note that the ASL requester works as an AppWindow - so you can drag the file/directory you want into its window, and the path/filename will be duplicated for you.

The option to expand your prefs will now open on the custom screen (if you are using it), and will not exit if you decide not to change your prefs. It will also attempt to reload the file that you were editing.

Install to floppy program finished and appears to work fine - Ill have to let the public tell me of any configurations that protest...

Minor problem in the corruption of the default effect text fixed.

Quit/New/Load all ask for confirmation if the file has been edited since the last save. This only works for WB2+ cos I'm being lazy. It will be done for 1.3 in a future version. And the check for changes only works on the principle of a gadgethit/keypress/mousebuttonhit event occurring in the edit window, so the requester may appear to pop up for no reason - sorry.

V1.010 30/5/94

=====

Spurious operation of edit items on the prefs screen fixed from V1.009. Use gadget no longer takes the Workbench's first four colours for the custom screen. Memory consumption reduced from 433K -> 344K (A whole 89K back!) for a normal load (no file in memory).

Oh, and a few spelling mistakes in the docs were corrected (for those people who just love to find things wrong with my program ;) -> MW).

.DAT file protocol modified extensively for two reasons...

- 1) It took up too much space before
- 2) It was rather slow

New protocol enables faster access and smaller files, and the data is now more scrambled than ever, reducing the possibility of users tampering with code. One side effect of this is that any commands that you may have set as special/default before will have lost this information, this is of no great consequence as there was no real information stored there anyway before V1.010, and all effects take the default anyway even if you do not define it.

Menu operation is back to how it ought to be, effect window and menu display is now implemented, but doesn't do anything!

Bug whereby the loading window remained if loading failed part way through has been removed - if the .DAT file was not of the right format/non-existent, the loading window no longer floats around aimlessly.

V1.009 16/5/94

=====

Floating menu now has a better 'feel' to it, and doesn't show wrong information any more. Choice between default+special effect implemented. Double-click on Listview implemented in most cases :-

- o Command Name Window
 - o Command List -> Edit Normal Effect
 - o Object List -> Edit Combo. Effect
- o Object Name Window
 - o Object List -> Edit Object Description
- o Location Name Window
 - o Location List -> Edit Location Description
- o Putting objects into Object/Location
 - o Left hand list -> Add item
 - o Right hand list -> Remove item

Words in the Vocabulary can no longer be two words -> if two or more words are entered then they are separated and put into the list.

Optimised save routine now cuts out all the references to effects which contain no information.

Addition of extra definitions for built in commands implemented. (Only GET and PUT at the moment - more will go in later versions).

Naming of undefined items has been slightly changed to sound a bit more 'professional'. Whatever next?

V1.008 12/5/94

=====

Vocabulary bug fixed, intuition menus implemented (+shortcuts), object editing moved around slightly. A few minor bug fixes here and there. ListView gadgets now have real-time update, and up/down arrows have continued movement. Save as function implemented. Option to remove the floating menu implemented.

V1.007 27/4/94

=====

Nearly finished - everything implemented apart from effects and population. Vocabulary editing added (work has started on the interpreter and the parser is finished. Even more object support implemented, and you can finally put objects in rooms. Colours all go to nice WB2+ colours in the custom screen as they were supposed to, and the annoying effect that WB1.3 machines get with buttons (all reversed) is put straight in the CUSTOM screen mode. (AFAIK)

V1.006

=====

Realized that Virtual Worlds actually worked on an A500! Fiddled with a few things, such as the ASL file requester so that it worked happily with WB1.3.

V1.005

=====

More Object support added, Location work completed. Text editor sped up.

V1.004

=====

First version sent out for testing/evaluation. Had lots of bugs in still.

V1.000-V1.003

=====

Prototype versions. V1.003 was the first version to grace anyone else's Amiga. V1.000 was written in my first week of using Blitz2, and contained all the menu, window, gadget handling, and command editing, all of which have only changed minimally since (except after V1.010 where the menu system was completely fixed).

1.15 Virtual Worlds - Known Compatibility

As far as I know, the following versions of Virtual Worlds works on....

Version	Machine	Chip Mem/K	Fast Mem/K	WB Version	Hard Disk/MB
1.016	A1200	2048	2048	3.0	60
1.012	A1200/30	2048	4096	3.0	0
1.016	A1200	2048	0	3.0	60
1.012	A4000/40	2048	4096	3.0	120
1.016	A500	512	512	1.3	0
1.006	A600	2048	0	2.01	0

Known Problems

On A3000's, the ASL.LIBRARY does not work for WB2.04 as intended. If you already have a copy, please use that - if not use the other one provided.

On A500s, if there is to be an edit window opened with a proportional gadget in it, then VW will more than likely crash. I believe that this may well be down to a bug in Blitz Basic 2, and it not setting the NEWLOOK flag correctly.

1.16 Virtual Worlds - COPYRIGHT NOTICE

The copyright to Virtual Worlds is held entirely with Mark Tiffany. Virtual Worlds may not be sold in a profit-making manner without the authors express permission in writing. Virtual Worlds is shareware, and as such may be copied and distributed FREELY. Anyone who finds this program useful should REGISTER. Only persons who have registered may release the World files created by Virtual Worlds so that they are available to the public (ie Public Domain/Shareware).

The editor and interpreter may be distributed freely ONLY as supplied in the original archive. See ARCHIVE CONTENTS

The interpreter may be distributed along with a World file by registered users only. Registered users should refer to their license agreement for more details.

The distribution of ANY file CREATED by Virtual Worlds (ie your World), is strictly ILLEGAL if you have not registered -> If you don't register and start distributing your adventure then you are breaching copyright and BREAKING THE LAW. I can and will follow up EVERY incident that I find of this behaviour.

This applies in kind to PD distribution companies in part. As a PD distributor, you must gain written permission from me before distributing ANY part of Virtual Worlds _OTHER_ than the original archive. This applies to magazines (paper AND disk based). The original archive may be freely distributed by any means, including BBS's, <>< Disks, CoverDisks, etc.

REGISTRATION INFORMATION

1.17 Virtual Worlds - Disclaimer

In no way whatsoever can the author of the Virtual Worlds software package be held responsible for any damage or malfunction that may arise as a direct or indirect result of using Virtual Worlds or any of its associated files. This software is provided 'as is', and there is no warranty of any form either implied or stated.

1.18 Virtual Worlds - REGISTRATION

Virtual Worlds is Shareware. This means that you can copy it and pass it around to all your mates (please do!) as long as it is distributed as supplied in the original archive. See Archive Contents If you find it useful then send the registration form to me (print it out or copy it out (it doesn't need to be EXACTLY the same!)). The form is in the file RegistrationForm in this directory. In any Case contact :-

Virtual Software
37 Norfolk Road
Littlehampton
West Sussex
BN17 5PW

Registered users will not only receive the latest version, but also several demonstration adventure files, a document which takes you through making an adventure in easy to follow steps. These can be ordered separately - the main program costs £10, but the Standard Pack is £15. See the registration form for more details. Also a manual detailing the use and distribution of the Interpreter will be included. Your registered version will be personalised, and when the adventure is run using the interpreter, your name will be displayed as the author for any Worlds saved with your copy. Normally the author would be quoted as unknown, and a requester saying that it was produced on an unregistered version would appear. This requester does not appear for licensed World files. There may also be a decent manual available for VW at some point if enough people ask about it.

Worlds created with Virtual Worlds may NOT be distributed UNLESS you have registered, and I have been informed that you will be distributing it. See Copyright notice for details.

NB: Errrr, as VW is currently still in the development stage, all this isnt actually available. However, it will be eventually.

1.19 Virtual Worlds - I probably couldn't have done it without them!

Well, I'd just like to thank (in no particular order)....

Marie Sendall	(For putting up with me)
Amiga Format	(For giving away Blitz2)
Amiga Power	(For an ace mag and a damned good laugh)
Acid Software	(For an excellent programming language)
Michael Wiedmer	(For finding all those annoying bugs that I missed)

Janne Huttunen
Dave Cole
Keith Suddick
Daniel Lovett
Adam
John Kenyon
Ian Johnson
Walter Scheithauer (The flatmate from hell)
Craig Wyatt (For advice on population definition)
Matthew Ferguson (Cheers for helping from the start (ACS!?!))
Matt+Chris Tiffany (For not doing much really)
Simon Robinson (For just generally bugging me)
David Robinson (For giving rebirth to the Moog)
Mikko Makela (For the Blitz-List)

1.20 Virtual Worlds - INDEX

Glossary of terms

1.21 Virtual Worlds - GLOSSARY

World
Command
Object
Location
Effect

Floating Menu

1.22 "

A world is the region which you are creating. It need not be a complete definition of an entire world, but a small region in which your adventure takes place. Worlds are defined using locations and objects. Inhabitants of your world are your population. The way that the player interacts with the world is defined by commands which are defined using effects.

1.23 "

A command is a command that the user can enter when playing the game.

1.24 "

An object is something the user can manipulate within the game.

1.25 "

Where the user can permeate (exist).

1.26 "

Defines how the user can interact with certain items.

Commands can be added by selecting a new one from the list on the left. This will insert the required command with null information.

To insert or delete a line, click on the current commands image at the top. To edit a commands parameters, click on the appropriate part of the top bar, ie if it says

```
Move <person> to <Location>
```

click on the location bit to edit that. If there is only one parameter then you can click anywhere on that bar. If there are no parameters to be edited, or they are not implemented yet, then the current screen will be beeped.

1.27 "

Keyboard Shortcuts available in Virtual Worlds :

```
H Help
Q Quit
L Load
S Save
W Save as
? Info
```

```
O Object name
[ Objects inside an object
] Objects on an object
```

```
R Location name
. Location objects
X Location exits
```

```
P Population definition
```

```
V Vocabulary
```

```
I Interface
```

>I think these are right (its all from memory!) <

1.28 "

These are the standard menus used in Virtual Worlds. To select an option you merely click on the desired item. Some buttons will remain depressed to indicate what you are doing - i.e. EDIT, COMMANDS. This menu can be turned off through the preferences screen.

1.29 "

CONTENTS OF THE ARCHIVE =====

Virtual Worlds may ONLY be distributed in this archive. Nothing within the archive may be modified, but 1 additional text and info file may be added. The distribution of individual parts of the archive (such as the interpreter) is covered in the registered users license agreement.

Release Version V1.011

```
VW.LhA ->    VW_UnArchived.info
             VW_UnArchived/installer
             VW_UnArchived/InstallVW
             VW_UnArchived/InstallVW.info
             VW_UnArchived/Readme.DOC
             VW_UnArchived/Readme.DOC.info
             VW_UnArchived/ASL.info
             VW_UnArchived/ASL/asl13.library
             VW_UnArchived/ASL/asl204.library
             VW_UnArchived/S.info
             VW_UnArchived/S/VWProject.info
             VW_UnArchived/S/startup-sequence
             VW_UnArchived/Fonts.info
             VW_UnArchived/Fonts/Times.font
             VW_UnArchived/Fonts/Times.info
             VW_UnArchived/Fonts/Times/11|13|15|18|24
             VW_UnArchived/VW.info
             VW_UnArchived/VW/VW.Guide
             VW_UnArchived/VW/VW.Guide.info
             VW_UnArchived/VW/VW.Gfx
             VW_UnArchived/VW/VirtualWorlds
             VW_UnArchived/VW/VirtualWorlds.info
             VW_UnArchived/VW/VirtualSoftware.DOC
             VW_UnArchived/VW/VirtualSoftware.DOC.info
```

28 files in total. Archive size : 247919 -> 650976
