WolfPac

Günter Erhart

COLLABORATORS

	TITLE : WolfPac		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Günter Erhart	April 12, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

WolfPac

1.1 WolfPac

```
                                  WolfPac
        ----------------------------------------------------------

        This is version 1.4 (24-May-98), ©1994-98 Günter Erhart


                             Introduction

                     Requirements and Installation

                                 Usage

                                Credits

                     Known bugs and limitations

                               History

                               To do

                      Disclaimer etc
                              WolfPac is a product of OnLineLoop

                  see http://www.onlineloop.com
              and http://www.onlineloop.com/WolfPac/
                    for further information.
```

1.2 WolfPac: Introduction

WolfPac is a 3D Pacman clone, so all you have to do is to eat all pills you find in the labyrinth, without being caught by the ghosts. If you have eaten all pills (the pillcounter on the informationpanel in the game shows how much of them are left) you will advance to the next level.

Orange pills are the "normal" ones.
Blue pills will make you invulnerable for a short period (the ghosts are
half as big during this time).

1.3   WolfPac: Requirements and Installation

WolfPac should run on any Amiga with OS 3.0 or above, a 68020 or above
(PPC supported), 2 MB free RAM (approximately 500 KB free Chipmemory) and a
graphicmode with at least 320*200 pixels in 256 colors. However a faster cpu
(>=68040 25 Mhz or PPC) and a fast graphic card are recommended.

To use the PPC Version (WolfPacPPC) you need a PowerUP board from Phase5 (or
any other 100% compatible board) and at least V45.16 (V45.20 or higher is
strongly recommended) of ppc.library installed (note: some boards have the
ppc.library in their ROM). You do not need any extra program to start the
PPC version nor any patch – just doubleclick its Icon.

The installation is quite easy: copy the program to wherever you
want, but keep the directory structure as it is.

1.4   WolfPac: Usage

The screenmoderequester:

Select one of the offered screenmodes – the bigger the screen the faster has
to be your computer (or the slower is the game :) – most current Amigas are
not fast enough for a higher resolution than 320 x 256, with a PPC you
can probably use 400 x 300 or more (strongly depends on your graphic card).
It makes no sense to select a 15, 16 or 24 bit deep screen. In general
screens on a graphic card are much faster than AGA screens (and PAL or NTSC
is faster than Euro 72 or Multiscan). If you do not use a graphic card
expect WolfPac to be much slower than with one and you´ll have to use a small
screenmode and "Shrink View" (in the main menu) to achieve an acceptable
framerate.
WolfPac is designed for screens with an aspect ratio of 4:3, that
means it will look better on 320 x 240 or 400 x 300 than on 320 x 200 or
320 x 400.

The titlescreen:

The program calculates some tables to speed up mathematical operations
– depending on your machines cpu this can take a while, after that you can
press any key to continue.

The options menu:

Use the cursor keys or 8 and 5 on the numeric keypad to move the cursor and
Space, Enter or Return to activate the selected menu entry.

Select a viewsize for the "3D window" (using "Grow View" and "Shrink View")

- the bigger the view, the faster has to be the machine (and the graphic card).

After selecting "Start Game" the first time with the current viewsize the
program has to calculate another (viewsize dependent) table - this again can
take some time (but if you play another round with the same viewsize you
don´t have to wait again).

The map:

Press any key to continue.

The Game:

Use the cursor keys or 8, 4, 5, 6 on the numeric keypad to move
and turn. By pressing one of the alt keys together with one of the
"turn keys" or by pressing 7 or 9 on the numeric keypad you can move
sideways.

Use f to switch between three floor rendering modes: hi-resolution,
half-resolution and no floor (this can help to adjust the game to your
machines speed).

s toggles between "number of frames rendered per second" shown or not.

Pressing Esc ends the current game.

At the end of a level press any key to continue.

1.5 WolfPac: Credits

author:

Günter Erhart
Märzstr. 52/5
1150 Vienna
Austria

email: erhart@onlineloop.com
www: http://www.onlineloop.com/eng/Erhart.html

thanks to:

Reinhard Fiegl   (for his voice and graphical assistance)
Clemens Zauner   (for his graphics, testing and initial cooperation
                       writing the basic 3D engine)
Gerald Schrettl   (for his initial cooperation writing the basic
                       3D engine)
Markus Spöttl   (for his sounds, the synthesizer and for trinking some
                       beers with me :)
Gebhard Sengmüller   (for his testing, and a lot more)
Thomas Steinbichler (for his testing)

```
Mark Duffill           (for his testing)
Duncan Lees            (for his testing)
Clark Alexander        (for his testing)
Jens Kristian Jensen (for his testing)
Domagoj Ozanic         (for his testing)
Harald Feltl           (for his testing - sorry that it does not run on your
                        machine :(
Michael Gredenberg   (for his testing)
Heinz Süss             (for his testing)
```

1.6 WolfPac: Known bugs and limitations

WolfPacPPC tends to crash with a ppc.library < V45.20 when exiting the
program. So you should really use V45.20 or higher.

Sometimes a wall very near to the player isn´t rendered.

If you are very near to a wall a wrong column of pixels appears.

Walls beside the player are stretched - thats a problem of the current
rendering engine.

Bad behaviour in low memory situations.

If a window on another screen becomes active while pressing a key, WolfPac
forgets about releasing the key. You have to make the WolfPac screen active
and to press the same key again to bring WolfPac back in the "normal" state.

The statuspanel is not sized to fit the screen - maybe in a future release.

1.7 WolfPac: History

1.40 24.05.98 first official update:

Added a new level.
Added an option to show the number of rendered frames per second.
Changed some graphics and sounds since WolfPac 1.0.

1.40b 12.05.98 Prerelease of the first official update:

Added two levels.
Added new sounds.
Removed the noise from the old sounds.
Updated the documentation.

1.30 26.04.98 internal only:

Added perspective correction for walls.
Ported to PowerUp (Amiga PPC).
Removed some bugs and made minor improvements.

1.20 17.01.98 internal only:

Removed some bugs.
Speedup of some routines (the game is up to 35% faster now).
New 3D to 2D projection.
Enhanced player movement.
Enhanced keyboard control (removed shift key, added 7 and 9).
New object engine (nearly invisible in this version).
Should be more stable in low memory situations.

1.01 16.04.97 minor update:

Some small changes to the documentation.

1.00 24.03.97 First official release:

Some small changes.

0.95 15.03.97 Competition Prerelease:

New levels, new graphics, new sounds.

0.86 28.02.97 Second Prerelease:

New levels, much more graphics, first sounds (a bit experimental).
Removed the "sometimes some walls disappear in some way" bug.

0.80 07.02.97 First Prerelease:

The engine adapts now to the computers speed.
Added "Shrink View" and "Grow View" (had to rewrite a lot of code for that :(
The engine can now work with "any" screensize.
Added a screenmoderequester.
Added a "real" floor (instead of a faked one).
Added some new graphics.
Increased the speed, but lost it (and more .(with the floor again.
Dropped the version for native retina screens.

?.?? 03.12.96 Decided to continue the project WolfPac:

Just wanted to make a "releaseable" version quickly, but then it became more
and more ... (it was much more effort to make a game out of the "demo" as I
had imagined)

?.?? 21.08.95 Made a version for Intuition screens.

?.?? 06.07.94 Ported the PC version to the Amiga

It was systemfriendly but with retina output only.

```
?.??  03.06.94 "Finished" the PC version
```

It was some kind of a demo for the 3D engine and not really a game.

```
?.??  ??.03.94 Startet development of the PC version
```

We had the possibility to make our "little Doom" as a practical training for the university. So Clemens Zauner, Gerald Schrettl and I wrote the basic 3D engine of todays WolfPac – it was the fastest of all "doomlike" programs of this course.

1.8   WolfPac: To do

There are many things, which make WolfPac "not professional" – this will never change (or the form of distribution will change too :), but there are some things I want to see in future releases (without any guarantee that it will ever happen and without order). Some of this points will be part of the upcoming WolfPac 2, which will be more like a complete new game than just another version of "this" WolfPac.

* more levels, graphics and sounds

* Joystick support

* AHI support

* a "real" ceiling for some levels

* scores and highscores

* a leveleditor

* extras (others than the superpill)

* different kinds of Ghosts etc.

* speedup of everything :)

1.9   Disclaimer, Copyright, Usage and Distribution conditions

```
Distribution
```

WolfPac is SHAREWARE but the current version is not limited in any way (this may change in the future). If you send me 15 Dollar, 30 Mark or 200 Schilling (or anything else representing this value) I will send you a keyfile which will "open" you all features of upcoming versions of WolfPac. If you think WolfPac isn´t worth any money (or just not as much as it costs), feel free to use it anyhow, but it would be nice to receive at least an email (even if it´s full with bad critics).

Wolfpac (without keyfile) can be distributed in any way, as archive, as
long as its original archive is unchanged, or unpacked, as long as it is
runable, complete and without additions or changes to the directory and its
files.

Disclaimer

This software (program and documentation) is provided "as is" and comes
without warranty of any kind, either expressed or implied. The author is in
no way responsible for any damage or loss that may occur due to direct or
indirect usage of this software. The entire risk as to the results and
performance of this software is held by the user.

Copyright

This software (program and documentation) is copyright by

                    Günter Erhart
                    Märzstr. 52/5
                    A-1150 Vienna
                    Austria

            email: erhart@onlineloop.com