The Hive 1.0 - Read Me

This document is a collection of various tidbits of information relative to The Hive, and is not organized into any specific order.

Supported display resolutions
Here is a breakdown of the 4 display resolutions supported on the startup window:

Fair: 320 x 200 x 256 colors (mode 13h) - fast video/incorrect aspect ratio

Good: 320 x 240 x 256 colors (mode X) - semi-fast video/correct aspect ratio

Better: 640 x 480 x 65536 colors - fast computers with 1mb video VRAM

Best: 640 x 480 x 65536 colors - for fast computers with 2mb video VRAM - page flipped

----

Levels of Difficulty
We chose only to implement two levels of difficulty, 'normal' and 'expert'. We deliberately left out 'easy'. In the end we decided to include a practice mode that allows you to practice on a 'flying rail' style level (level 1), and a 'panorama' style level (level 11) to improve your skills.

Input Devices
The Hive will work with either a joystick or a mouse. But it is significantly more difficult to play with a mouse.

Joystick Driver Installation
If you've added a joystick port to your computer since installing Windows 95, you will have to install the joystick driver before any Windows 95 game can take advantage of it.
To do so, run the Control Panel and choose the 'Add New Hardware' Wizard. It will guide you through searching for, and installing your new hardware.

Joystick calibration
If your joystick does not move to the full extents of the screen, you can recalibrate it via the Windows 95 Control Panel. Run the Joystick applet in the Control Panel and choose the 'Calibrate' button.
On some computers we experience a strange situation where, even after calibrating the joystick, it fails to have full range of motion. An apparent work around is to start The Hive running, then press <ALT>+<Tab> to toggle out of the application, run the Control Panel and recalibrate your joystick again. Then press <ALT>+<Tab> again to toggle back into The Hive. Doing so seems to make the joystick work properly.

Gravis Game Pads
If your joystick is a Gravis Game Pad, or any brand of joystick that only has an on/off directional input, it will not work properly. Your joystick requires an analog style range of motion.

Graphics card showdown: DRAM -vs- VRAM
Our tests clearly found that having a fast Pentium computer is not the complete solution to a truly fast game machine. Graphic cards that contain VRAM out performed cards with DRAM substantially. Even fast Pentium users might have to play the game in 320x240x256 color mode in order to maintain a high frame rate. (15 fps)

Hive on the Internet
There are two locations on the net worth browsing for the most up to the minute hints and tips:

HTTP://com.primenet.com/hive
HTTP://www.trimarkint.com

Desktop Background Images
The 2nd CD contains a collection of cool Windows Bitmap (.bmp) files that you can use as your desktop background. The images are 1024 x 768 x 256 colors. They are located in the \DESKTOP directory on disk 2.

About the Developers
Hive is the brainchild of a group of guys from Rainbow America and Trimark Interactive, sitting around a ping-pong table, thinking up cool game ideas in the fall of '94. It was created entirely at Rainbow America's studios in Phoenix, Arizona.

Air Havoc Controller Demo
There is an installable demo of another Windows based CD-ROM game from Trimark on the 2nd CD. You can install the *Air Havoc Controller* demo by running 'Setup.exe' from the \HAVOC\ directory on disk 2. Check out Air Havoc Controller on-line at:
        HTTP://com.primenet.com/rainbow

Magzone video clip
The 2nd CD also contains a video clip of a soon-to-be-released game called Magzone.
Use your Media Player to view the clip. It is located in the \MAGZONE directory on CD disk 2.

About The Hive's Music and Sound Effects
One of the things we're quite proud of in The Hive is the outstanding quality of the musical sound track and the sound effects that accompany it. For your listening pleasure there is a .wav file on the 2nd CD that contains a montage of some of Mark's music. Its located in the \AUDIO directory. Use your Media Player to listen to the file. Enjoy...

... below are some notes relating to the Microsoft Game SDK called Direct X ...
---**Direct X**

Release Notes
From Microsoft

Application Compatibility
- Some "tool bar" applications have difficulties replacing their toolbars after a dynamic resolution change.

- Programs that hook GDI, such as some "remote control" programs, cannot co-exist with an executing
DirectDraw application

- Windows 95 sounds, including sound events, will not play when a DirectSound application is running.

- DirectX, including DirectSetup, is not currently compatible with Windows NT.

DirectDraw
- DXSetup will reinstall VGA.DRV if "Install Win95 Drivers" is selected and an S3 765 video card is being used.

- DirectDraw does not support operation on Windows 3.1 display drivers and will display a "Unsupported" message box if they are present.

- The Diamond Windows 95 driver is not a true Windows 95 driver, and is treated as Windows 3.1 driver.

- Q Vision, Matrox, IBM XGA, and ATI Mach 8 cards are currently supported in emulation only.

- The Hive might be unable to restore properly if it is suspended by Automatic Power Management utilities.

DirectSound

- Sound cards using Windows 3.1 drivers may demonstrate high latencies.

- Media Vision drivers cannot be restored with DXSetup.

DirectSetup
- DirectX installation does not support extended file names.

- The DirectX installation installs only the drivers necessary to support the current hardware configuration. If you install new video or sound hardware, You will have to reinstall the Hive to install the proper drivers.