TankZone v1.0f
Full Version
www.sticky.net

Thank you for downloading TankZone for WindowsCE. We hope you enjoy playing it.

For the latest information on installing, using and registering TankZone, please visit www.sticky.net.
A quick summary: create a directory called TankZone in the root directory (the same level as Windows and Control panel) and copy all the files there. Switch off keyboard repeats. Play!

Important: This is the full version of TankZone. If you enjoy this game, you are under a moral obligation to give a donation to your local charity. That is the only restriction on you using this program.

The aim of the game is simple: Survive! Enemy tanks and saucers are out to destroy you. They will attempt to shoot you and ram you -- both are fatal. Your only means of defence is attack, so get them before they get you.

Use either Shift key to fire, and the cursor keys to move around. You can start by pressing the Shift key or selecting the menu option "New Game". If you run out of ammunition, search for an ammo dump (represented by a spinning flag).

The radar in the top left part of the display will tell you where the enemy is located, and also help you find the ammo dump.

There are various settings to make TankZone perform as well as possible on a wide range of HPCs. You can adjust the speed, and also switch off the landscape and shading effects. You should experiment   for best results -- the default settings work very well on a Velo1.

Tank Zone FAQ

Q. I have an HPC with WindowsCE v2. Will TankZone work?

A. It should, as long as you download the right version for MIPS and SH3, and also -- and this is the key -- download the MFCWCE.DLL file. WinCEv1 programs seem to work on WinCEv2 machines with minimal problems. We have tested this on an HP620, and it works fine.

Q. I can only fire one bullet at a time!

A. That's right. Better aim carefully.

Q. I can't fire anymore!

A. Maybe you have run out of ammunition. Look at the display to see if "Ammo" is zero. If it is, you better find one of the supply depots, which show up as little flags. Drive up to it, and your ammo supply will be replenished.

Q. It's too hard!

A. Keep trying. Use the radar display in the top left to work out where the enemy tanks and saucers are located, where the supply depots are and who is firing at you. Remember to switch off the keyboard repeats so your tank responds properly.

Q. What do I need to run TankZone?

*A. An HPC, with WindowsCE. This program was written on a Velo1,
under WindowsCEv1. The program should run under WindowsCE v2,
but wehaven't been able to test this. Obviously we're as keen as everyone
else to get hold of WinCEv2. If you have a WinCEv2 machine, then
installing the original MFCWCE.DLL file might mean the program will work.*

Q. What is this MFCWCE.DLL stuff?

*A. When programming the WindowsCE platform, the programmer can choose
to make use of some predefined Microsoft libraries which make it relatively
easy to add menus, buttons, timers, and so on. These are the MFC.*

*To run a program written using these functions, you need a MFC library file,
called a "DLL" or "Dynamic Link Library". On some HPCs this file is not present
in the ROM and so needs to be copied over. The file is called "MFCWCE.DLL"
and is placed in the Windows directory.*

*The nature of DLLs means that only one copy is needed no matter how many
programs use it. Without it, a program will load but crash out with an error
message at once.*

Q. There is a large blank portion of screen!

*A. There should be, if your HPC has more than 480 pixels across. Our HPC
has 480, and so we cannot test software which has a larger screen.Registered
owners will be sent a Wide Screen version as soon as possible.*

Q. I get an error message when I try to run it!

*A. If you get an error message when you try to run the program, this is most likely
due to you not having the MFC library file stored on your HPC. This is a file
containing common functions, and is required by applications written in a particular
way. You may already have this library depending on your HPC (the HP device has
it in ROM) or if have already installed a program which includes the library. If you
don't have these files, you will have to download them. Make sure you download the
right version of the MFC libraries for your computer.*

Q. I can't hear any sounds!

*A. Some HPCs have a sound compression built-in, and this means that the sound
effect WAV files can be stored in a very small amount of memory. However, not
all HPCs have this library and need standard PCM WAV files. If you have installed
the compressed sound effects and your system doesn't support them, you won't
hear anything. Visit www.sticky.net for more details.*

Q. I still can't hear anything!

*A. If the sound effects are not in a directory called TankZone/ in the root directory,
that is, in the same level as Windows and Control Panel, then the program won't
find them and won't be able to play them. You can check to see if the samples
themselves are working by double-clicking them. If you can hear them, then either
they are stored in the wrong location or the Sound option in the TankZone game
has been turned off.*

Q. Can I do without sounds to save memory?

A. Yes. Turn off the sound option and delete the WAV files.

Q. Is this program Public Domain?

A. No. It's not, it's copyright. However you have permission to use this
version for for free. Please don't store it on a Web site -- if you want other people
to use it, please point them to the Sticky Net website instead. Thanks.