

StarWoids

COLLABORATORS

	<i>TITLE :</i> StarWoids	
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REVISION HISTORY

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Chapter 1

StarWoids

1.1 main

```
                --<[ STARWOIDS ]>--  
                AmigaGuide documentation.
```

Hello, and welcome to the demo version of StarWoids.

A condensed version of this documentation is also accessible directly from within the game. Simply press the corresponding function keys on any of the title screens.

- | | | |
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1.2 Quick Installation

StarWoids can be run from both floppy and harddrive (plus even ↔ ram: if you have enough). Installation is quite easy, and there's several ways to do it.

Installation to Floppy

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Unpacking the DMS files to two disks is all that needs to be done. The disks should be called "StarWoids1" and "StarWoids2", but DMS handles that for you.

Once unarchived (which you must have done already to be reading this 8^), the game is ready to play. The game supports all external drives, but if you only have the internal drive, it will prompt you when it needs the other disk.

Installation to Harddrive

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You will need around 1.4 meg of free space on you harddrive.

Installer

An installation script is provided to install StarWoids onto your harddisk. This script uses the standard Commodore Installer utility, and is quite easy to use. This script will also automatically add (after prompting you) two necessary assigns to your user-startup (or startup-sequence) file.

Once you install StarWoids onto your harddisk, you must reset your amiga to initialise the assignments. It is **very** important that you remove the StarWoids floppy disks before resetting, since the device names for these floppy disks will conflict with the assigns added to your user-startup file.

Manually

If you have any problems with the installer, you can install it by hand. Start by creating a "StarWoids" directory on your harddisk, then copy all the files from both StarWoids disks into this directory. Be careful to maintain the directory structures. Finally, you will need to add these two assigns manually to your user-startup (or starup-sequence):

```
assign StarWoids1: <your directory>
assign StarWoids2: <your directory>
```

Remember to reboot your amiga to initialise these assigns. If you don't wish to alter either of the "startup" files, you could enter the assigns manually via CLI or SHELL before playing the game.

See also:

StarWoids files

1.3 StarWoids Files

Here is a complete list of all StarWoids files (some files have associated .info files). Files marked with dashes between numbers, generally indicate

a range of filenames. For example, gfx02-04,06 indicates gfx02, gfx03, gfx04 and gfx06

StarWoids1 -----	StarWoids2 -----
StarWoids	data/arc.inc
StarWoids-Install	data/len.inc
Docs/StarWoids.guide	data/m1.pal
Docs/SW-register.txt	data/m2.pal
installer	data/m3.pal
data/len.inc	data/map1-3
data/arc.inc	data/palfg
data/s1.pal	data/s1.pal
data/s2.pal	data/s2.pal
data/text1	data1/f_bbase1-2
data/text2	data1/f_hbase1-2
data/text3	data1/gfx01,13,15-17
data/text4	data1/lgfx01-03
data1/gfx02-12,14,18-19	data1/lgfxs
data2/m03	data1/r_base1-2
data2/s13	data2/m01-02,04
	data2/s01-s12,s14

And the following files, which are included for the floppy disk version of StarWoids, and are unnecessary if installing to hard-disk.

```
StarWoids1
-----
c/endcli
c/loadwb
Docs/more
devs/system-configuration
l/Disk-Validator
l/port-handler
libs/diskfont.library
libs/icon.library
libs/info.library
libs/mathtrans.library
s/startup-sequence
```

1.4 Rules and Features

StarWoids was designed to be a bit more thought reliant than the usual ↔
shoot em up. We've tried to include a puzzle element into the level designs, but subtle enough so that it doesn't distract from the blasting element.

The following is a list of important rules and features.

General Items

=====

- > Landing the craft is necessary for picking up people from the planets surface. To land the X-wing, the nose must be facing directly upwards.

Heavy landings will result in a crash, so take it easy.

- > Some parts of the landscape are interactive. If you find yourself in a position with no possible solution, try experimenting with the landscape around you.
- > Shooting certain items in the game will mean a loss of points, plus the loss of a life (or two). The Rebel shield generator on level two is an example of this, so don't shoot it.
- > The various missions for each level vary quite considerably. Read the information between every level very carefully, as they are your only source of clues.

Special Items

=====

- > Once collected, R2-D2 can open impenetrable access doors. Simply land the X-wing close to a door, and R2-D2 will automatically open it.
- > Imperial prisons can contain either Rebel soldiers, or an explosives expert (who isn't featured in the demo). Rescuing a rebel pilot awards you one extra life, and killing one results in the loss of points. Killing the explosives expert will mean that you must begin the level again plus the loss of one life.
- > The explosives man is used to destroy key Imperial installations. Simply land close to the base, and he will automatically perform his task.
- > NovaBombs can be used to destroy several ground targets in one large explosion. Use them carefully though, since you are limited to just 5 in this demo.

Final help

=====

This demo version of StarWoids has a very high difficulty level. This is just to keep you playing it a bit longer O:). Note that there -is- a decent reward should you manage to complete all 3 levels.

See also:

The Status Panel

A few good keys to know

Hints and Tips

...and when all else fails - Use The Force!

1.5 Status Panel

The Status Panel

=====

```

.----- .----- .----- .
|           [Score] |           | [R2D2] [ExpMan] [Novas] |
| [Timer]          | [Demo]    |                               |
|           [Lives] |           | [Level Name]          |
\----- ^----- ^----- /

```

```

[Timer]      -   Counts down to zero on certain levels.
[Score]      -   Players score.
[Lives]      -   Number of lives remaining.
[R2D2]       -   Lit when R2D2 is being carried by the X-Wing.
[ExpMan]     -   Lit when an explosives man is being carried.
[Novas]      -   Number of NovaBombs currently carried.
[Level Name] -   Name of the current level.
[Demo]       -   Unused for the demo.

```

1.6 A few good keys to know

X-Wing Controls

=====

ACTION	JOYSTICK	KEYS
-----	-----	----
rotate left	left	left alt
rotate right	right	left amiga
thrust	up	right alt
fire	fire	right amiga

Additional Keys

=====

Ingame Keys:

ACTION	KEYS
-----	----
exit game	ecs
pause	p
restart	fire

Text Screen Keys:

ACTION	KEYS
-----	----
scroll down	arrow down
scroll up	arrow up
exit text	esc

Press 'F1' to configure game keys (from Control menu).

StarWoids supports simultaneous keyboard and joystick control, and the keyboard control keys may be modified to suit the player. The key settings may be saved for future use.

1.7 Music and TOOLTYPES

StarWoids keeps some of its settings inside the games Workbench icon. This is done with the use of TOOLTYPES (The Amiga's standard way of passing parameters

to a Workbench program).

To view StarWoids' TOOLTYPES, do a SINGLE-click on the StarWoids game icon, then select "Info" or "Information" from the Workbench menus. If you're confused about how to edit them, check your Amiga's manual.

Here are the "Boolean" TOOLTYPES that StarWoids currently uses:

MUSIC=1 or MUSIC=0.

This turns on/off both the title music and the mid-level music. Not only does turning off music stop music from playing, but it also prevents the mods from being loaded into memory. This can be useful when running StarWoids on machines with a small amount of chip memory.

ANIMS=1 or ANIMS=0

This turns on/off the title animation. Memory should not be a problem with the animation, but you can turn it off to shorten loading time.

Turning off the music and animation will drastically reduce loading times. This isn't so much of a problem from harddrive, but from floppy the results are quite substantial.

StarWoids Icon

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The icon which accompanies the game is designed for 2.xx or 3.0x systems. If you use 1.3 roms, you can use the extra icon found in the /documents directory.

1.8 Hints and Tips

Hints and Tips

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- > Levell is a very open level. This should allow you to practice skills needed on later levels. Practice on this level is essential, because the later levels are very hard 8^).
 - > The majority of the enemy have distinct reloading times, plus an element of randomness in their firing. Learn to take advantage of this.
 - > There is no need to shoot every base
 - > All of the important enemies are shown on the title screens. Wait for the title screens to cycle, and look at the different enemies and appearances carefully.
 - > Tie-fighters are reset when you lose a life, so don't rest on your laurels when you destroy one!
 - > Conserve your novabombs. You are limited to just 5 in this demo.
-

1.9 Copyright Notices

StarWoids copyright notices:

- > StarWoids, the game, and all associated items are copyright 1993-1994 by Kift-Crawford-Wells.
- > The graphical and sound/music themes are all copyright 1977 LucasFilm Ltd. All rights reserved.
- > StarWoids, the fan game, uses all themes without permission but acknowledges LucasFilms copyright. Sorry about that.

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OR RESPONSIBILITY IS ASSUMED.

1.10 History

Releases

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Demo v1.00 7/7/94 - three level demo released
Demo v1.01 9/7/94 - Several bug fixes

History

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The project originated in November93 from the AmigaFormat Blitz Basic 2 competition. We didn't really expect to actually have it finished in time for the comp, but AF's one month extension allowed us to enter (although still only just).

The three level demo has taken around eight months of work. We now face another few months (that would be late September/October 1994) of work before the full version is complete. At this point we will send it to everyone who has sent us the registration fee.

Was it all worth it? Well, it's hard to say really. We didn't win the AF competition (argh), so our original aim wasn't achieved. I guess we have to see how many people register before deciding 8^).

In the progress of creating StarWoids, Martin bought the full version of Blitz 2, Rowan bought Brilliance, and Rob bought the StarWars CD set for samples. Not to mention that we all bought A1200's.

About the Design

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The design of StarWoids is based on several old classic games. The arcade game, "Asteroids", the Commodore 64 cheapo, "Thrust", and "Oids" on the Atari ST are the main sources of ideas, but our real aim was to produce something better than all three. Did we achieve that?

For the game theme, we had many possibilities. We chose Star Wars for several reasons. Firstly, we are all big fans of the movies, so basing our game on Star Wars gave us that extra bit of enthusiasm. The news of a new trilogy was also a big deciding factor.

Then there is the fact that the Amiga has, sadly, missed out on all the recent Star Wars games. The consoles had their rather nifty "Super Star Wars", and the PCs had their atmospheric "X-wing" series - but the Amiga has missed out on both. Why!

It wouldn't be too much work to remove the StarWars theme, but we sincerely hope that we won't need to.

1.11 Bugs and Problems

Bugs

====

StarWoids has several bugs, the majority of which are caused by Blitz. None are detrimental to the game, but they will be sorted out for the registered version! Here they are:

- > The Med music player doesn't play the modules very well. The mods were originally written in ProTracker (CIA) format, but Blitz doesn't support that. This WILL be fixed (because the ProTracker versions sound great), so the full version will have ProTracker mods rather than the existing Med ones.
- > The sound may be corrupted if you have an accelerator. This is an unfortunate blitz problem, and a solution wasn't available at the time of releasing the demo. The release version will not suffer from this problem, however, since we understand it is being tackled by the Blitz developers at this moment.

We have discovered that this problem is caused by processor caches, and therefore a temporary fix is to disable instruction/data caches, either at bootup, or using one of many software utilities. If you suffer from this problem, we suggest you at least try disabling your caches once, so you can hear how nice StarWoids sounds 8)

Note that this sound corruption does not affect the music, only the sound effects. Also, sound corruption is the only way in which StarWoids is incompatible with advanced processors, it is well behaved and system friendly in all other aspects.

- > The fading of some pictures is not 100% correct. A small thing.

Problems

=====

The limitations of Blitz 2 and ECS Amigas produced some minor design problems. These may or may not be fixed in the full release, depending on whether we find a solution. Here they are:

- > It's hard to distinguish between Rebel pilots and Stormtroopers in the game. This is due to a lack of colours, and their small size. Just treat this as part of the challenge :).
- > We aimed to make the game playable on 512k chip memory machines. The game uses quite a large amount of both graphics and sound, so it is very close to this limit. If you find that you have memory problems, try altering the TOOLTYPES settings to disable the animations, music, or both. The program may disable the title mod itself if it cannot find enough chip memory.
- > The graphics use "dual playfield" mode, so they are very limited in colours. The ground uses 7 colours, the baddies use another 7, plus the odd sprite can use a few more. This can only be enhanced if we do an AGA version.
- > If you are running the game on a 68000 based machine, you will find that bullets occasionally disappear. This only happens on level two when there is a lot of objects on (or near) screen, and is a result of the processor being overworked.

1.12 Credits

About the Authors

=====

Coding by Martin Kift:

Martin Kift is a chemical engineer currently working for a small UK based software consultancy firm, and specialises in developing Microsoft Windows applications (yes I know Windows sucks, you should try writing for it!! 8^). He is a long time amiga fanatic, although this is his first major release. Contactable at:

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Graphics by Rowan Crawford:

Rowan Crawford (Sumaleth/Pearl) is an Electronic and Computer Engineering student at Monash University in Victoria (Australia), Gippsland campus. He wishes to work as a professional computer artist. Contactable at:

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Music and sound by Rob Wells:

Rob Wells (Ginseng/Alchemy) is a Computer Science student at Monash Uni in Victoria (Australia), Melbourne campus. He has released several music packs at Amiga shows throughout Australia, and has just finished some "Scala" music sets. Contactable at:

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East Bentleigh 3165
Victoria, Australia

Additional Thanks

=====

For beta testing:

Nigel Hughes, Mike Cox, and many others.

For coding assistance:

Nighel Hughes, Jon Staniford, and many friends on the Blitz mailing list.

For graphical evaluation:

Sami Vanhatalo.

1.13 Shareware Info

ShareWare Information for StarWoids

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This is a three level ShareWare demo of StarWoids. The idea of ShareWare is that it allows you try out the game before you buy it.

We encourage you to spend a couple of weeks playing this demo. Then at the end of that time, you can decide whether you want to pay the small fee which allows you to get the full version.

Registration fees are as follows:

* Australia	-	20 Australian dollars
* UK	-	10 English pounds
America	-	15 American dollars
Germany	-	23 German deutsch marks
Finland	-	76 Finnish marks

When registering, you MUST send the money as an 'International Cheque' in

either 'Australian dollars' or 'English pounds'.

The above amounts for America, Germany and Finland are purely for comparison because the international exchange rates are constantly changing. Your bank should calculate the amount from the marked '*' values above, based on the exchange rates at the time.

To entice you into registering, the full version of StarWoids will contain many extra features, along with many more levels. Here's a list of proposed features:

- o A large number of levels.
- o Big raytraced intro and outro animations.
- o Raytraced intro scenes (possibly both HAM6 & HAM8).
- o A working hi-score table (saveable to disk).
- o Many more characters and craft.
- o A lot more music and sound.
- o More weapon powerups.
- o Possible AGA version if demand is great.
- o Proximity mines, enemy shields etc.
- o Maximum use of FASTMEM to cache graphics/sound etc.
- o Bascially it will kick ass.

The full version of StarWoids is not yet complete (as of the 8th July 1994), so any of the above are subject to change (just as anything could be included). We are keen to hear any comments and suggestions for inclusion in the full release, so feel free to include ideas with your registration fee.

To register, all you need to do is send the registration fee and the registration form to either of these address (the choice is yours):

Martin Kift	Rowan Crawford
23 Davis Street	Flynns Creek Upper
Plasmarl	Via Traralgon 3844
Swansea. SA2 8PP	Victoria
S.Wales, UK	Australia

Your registered version will have your name on the title screen stating that it is registered to you. As protection for us, each registered copy will also have that persons name and registration number embedded into the program in several places. This will allow us to easily track down anyone who spreads the full version around (so don't do it). Please keep in mind how much work we have put into this product.

Message To PD Libraries

=====

This product is FreeWare, however you are free to distribute this program for the usual cost of a disk and the copying fee. You may NOT distribute the registered version under any circumstances.

The demo may be distributed in either DMS or unpacked form (this applies to Fred Fish too), so long as ALL files are present, and nothing is added or changed. CD distribution is also allowed, but only as two DMS files, and we must receive a free CD each (ie. one disk each for Martin, Rowan and Rob).

Please register :-)

1.14 System Requirements

Memory

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StarWoids should work on all Amigas with at least 1 meg of memory. However, a machine running with only 512k of chip memory may not work with all features turned on.

See

Music and TOOLTYPES
for more information.

Speed

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Machines with fast processors will have a much smoother game, although it is still playable on 68000 based machines. Fast ram is recommended on all machines to maximum game speed and smoothness.

See

Bugs and Problems
for more information.
