

**JWWSInstall**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> JWWSInstall	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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<b>REVISION HISTORY</b>
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# Chapter 1

## JWWSInstall

### 1.1 JWWSInstall - Main index

JWWSInstall - Jimmy White's Whirlwind Snooker HD Installation Package

(c) 1998 John Girvin

Version 1.02

For your own sake, please read the [usage notes](#) before attempting to use this package. There are some important points you may miss or get wrong if you don't!

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### 1.2 JWWSInstall - Description

This is version 1.02 of a hard drive installation package for the Archer Maclean/Virgin Games game "Jimmy White's Whirlwind Snooker". Supports loading and saving of game positions and scores to hard drive.

Supports the following versions of the game: - original version - Beau Jolly "The Greatest" compilation version - Hit Squad budget re-release version

### 1.3 JWWSInstall - Usage notes

JWWSInstall is provided "as is" and is used at your own risk.

The author is not liable for any loss or damage caused by the use or misuse of this program. It almost certainly *\*wont\** destroy your Amiga, but if it does (or does anything else untoward) then I cannot be held responsible.

Requires version 43.3 or later of the "Installer" program. This is available for free download from Aminet in the "util/misc" subdirectory: [ftp://wuarchive.wustl.edu/pub/aminet/util/misc/Installer-43\\_3.lha](ftp://wuarchive.wustl.edu/pub/aminet/util/misc/Installer-43_3.lha)

Requires approximately 500K of free space on your hard drive. Please do not attempt installation if you have less than this amount free on the partition you intend to install Jet Set Willy II on.

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Requires version 0.608 or later of the WHDLoad package by Bert Jahn. v0.608 is included in this archive and will be installed along with the game when you use the installer.

You will require an original copy of the game disk! This installer is unlikely to work with any pirate versions of the game, nor will I ever modify it to do so.

Do not attempt to crunch or pack the game files (the files found in the "data" subdirectory) or the JW\_Snooker slave program. The WHDLoad program may be packed like any normal program.

After installation is complete, you may delete the directory produced by extracting this archive ("JWWSInstall"). All files required for running the game will be found in the directory created during installation.

## 1.4 JWWSInstall - Installing

Have you read the [usage notes](#) yet?

### INSTALLING THE GAME

Extract all files in the archive to your system. They will be extracted to a drawer called "JWWSInstall"

Open the newly created "JWWSInstall" drawer and double click on the "Install\_JWWS" icon found there.

Follow the instructions given to you by the Installer program!

When running the installer it is advisable to disable any virus checking software you may have running. The original game disk uses a non-standard bootblock which will most likely cause your virus checker to complain and this could interfere with the installation process. It is not necessary to disable such programs before playing the game once it is installed.

During the installation process, multitasking must be disabled temporarily while the game data is copied from the floppy to your hard disk. For this period you will not be able to do anything else with your Amiga. DON'T PANIC - its normal.

The game will be installed to a directory you select on your hard drive. You will be alerted **if installation fails** for any reason.

### INSTALLING SAVED GAMES

You have the option to install saved game positions and score information during the main game installation process or at a later date.

An installer script will be placed in the directory you choose to install the game in and clicking on its icon will allow you to overwrite any current saved game information held on your hard drive with new information read from a saved game floppy.

**ANY EXISTING SAVED GAME DATA WILL BE DESTROYED BY THIS PROCEDURE!**

You have been warned.

## 1.5 JWWSInstall - Playing

[From Workbench](#) [From Shell](#) [In-game options](#)

## 1.6 JWWSInstall - Playing from Workbench

Open the "JW\_Snooker" drawer created during installation and click on the "JW\_Snooker" icon. The game will now load and run.

When you first start the game you will be asked to enter a word from the game manual. You do not have to enter the correct word, simply pressing RETURN at this point is enough.

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## 1.7 JWWSInstall - Playing from Shell

"CD" (change directory) to the "JW\_Snooker" drawer created during installation.

The following command will start the game:

```
WHDLoad SLAVE=JW_Snooker NOVBRMOVE PRELOAD
```

When you first start the game you will be asked to enter a word from the game manual. You do not have to enter the correct word, simply pressing RETURN at this point is enough.

## 1.8 JWWSInstall - In-game options

When the game is running, the following keys may be used:

F9 = quit and make a coredump (for debugging only) F10 = quit the game and return to Workbench.

## 1.9 JWWSInstall - Trouble shooting

Please read the [usage notes](#) and [known problems](#) sections of this document if you have not done so already. They contain important information which may help resolve your problem.

If you are using a pirate copy of the game, stop reading now. I will make no fixes for pirate copies the game. Don't even ask.

If you are going to send a bug report (email preferred) please include at least the following information: - version of the game (eg. 1 MB English Version ECS), number of disks etc.

- configuration of your machine including type of Amiga, CPU, CPU speed, amount of chip and fast memory, gfx chipset (OCS/ECS/AGA), special hardware, kickstart version

- description of what happens eg: error while installing, error while starting, gfx errors, keyboard hangs, game crashes on level 15 etc. It helps if you describe exactly when the error happens and if it happens all the time or just intermittently.

## 1.10 JWWSInstall - Known problems

- the installer is written in as system friendly a way as possible, but the game is not. Owners of heavily expanded Amigas may have problems running the game, but this is not the fault of JWWSInstall and there is little I can do about it :( Try the usual system degrading tricks if you run into difficulties.

- the exit and coredump keys only work in the main game.

## 1.11 JWWSInstall - History

1.00 First release version. Released to Aminet in January 1998.

1.01 Added options to install saved games. Released to Aminet in January 1998.

1.02 Added support for two more game versions. Released to Aminet in February 1998.

## 1.12 JWWSInstall - Future developments

- Add support for other versions of the game.

- Improve the manual protection patch so the window doesnt even appear.

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## 1.13 JWWSInstall - Price and distributability

One email message - JWWSInstall is emailware. If you use it then let me know!

I'd also appreciate a postcard of your home town, especially if you live outside of the UK! This isn't required, but it would be nice.

Cash donations, gifts etc. are also appreciated; these tend to also buy you faster and more positive responses to help and change requests...

(c) 1998 John Girvin. No modifications may be made to either the program or its accompanying files/documentation without my explicit prior consent.

Freely Distributable, provided all files are included unchanged in any distribution and no more than minimal handling/media costs are charged.

## 1.14 JWWSInstall - Author information

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## 1.15 JWWSInstall - Acknowledgements

"Jimmy White's Whirlwind Snooker" is (c) Archer Maclean/Virgin Games.

WHDLoad is (c) Bert Jahn. Bert's homepage, with the latest version of WHDLoad plus installers for many games and demos can be found at: <http://www.fh-zwickau.de/~jah/whdload.html>

JWWSInstall uses GPatch 2.2 (c) 1997 by Ralf Gruner ([ralf.gruner@t-online.de](mailto:ralf.gruner@t-online.de))

Thanks to "Den of Iniquity" for lending me his original disks, drawing a nice NewIcon for the install and for the chats about sci-fi books etc.

Thanks to Ian McDonald, also for lending me his original disks.

Thanks to Mr. Lamer for mailing me the checksum code from Archer Maclean's Pool, which helped deprotecting Jimmy White's Snooker.