

# WarpHexen

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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>WarpHexen</b>	<b>1</b>
1.1	AmiHexen . . . . .	1
1.2	WarpHexen . . . . .	1
1.3	AmiHeretic . . . . .	2
1.4	WarpHexen . . . . .	2
1.5	WarpHexen . . . . .	3
1.6	WarpHexen . . . . .	4
1.7	WarpHexen . . . . .	5
1.8	AmiHeretic . . . . .	6
1.9	WarpHexen . . . . .	6

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# Chapter 1

## WarpHexen

### 1.1 AmiHexen

WarpHexen - The 3D Game for PowerPC

Part A: [Introduction](#)

Part B: [Installation](#)

Part C: [Configuration](#)

Part D: [Possible problems](#)

Part E: [Speed](#)

Part F: [History and Future](#)

Part G: [Authors](#)

Part H: [Networking](#)

### 1.2 WarpHexen

WarpHexen - The 3D Game for PowerPC

Networking

To use TCP/IP:

```
-net <number of players>
```

To use IPX:

```
-netipx <number of players>
```

(you need amipx.library installed)

If problems appear, and IPX does not run, try if:

```
-reverseipx -netipx <number of players>
```

works. (new feature in V1.2)

```
-netserial <number of players> <devicename.device> <unit> <speed>
```

To network with a PC you should also add:

```
-pcchecksum
```

Note, that Hexen on PC does not support TCP/IP !!!

If you get problems with it, please contact me !!!

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## 1.3 AmiHeretic

WarpHexen - The 3D Game for PowerPC

Introduction

Hexen is one of the "Classics" on the 3D market, the fantasy game from Ravensoft, which came after Doom. Ravensoft recently released the Source Code. This is a port of the Game to the WarpUP PowerPC Kernel. It is currently a basic port, but will enhance much in the following. I and Thomas Frieden want to make it the best Hexen Port out there. An 68k version probably will also be added later.

WarpHexen supports:

- WarpUP :)
- Both playing in a screen and in a workbench window
- Keyboard, Joystick, mouse
- TCP/IP, AmIPX and Serial Link Support
- PowerPC Assembler Optimization (since V1.1) (4 functions)

More things (first of all sound) soon, in new versions.

WarpHexen uses a simple GUI which also handles the stack correctly.

A more advanced GUI will come later.

## 1.4 WarpHexen

WarpHexen - The 3D Game for PowerPC

Installation

Currently you need to own a PPC Board to use WarpHexen. This will probably change in the future, when both PPC and 68k versions of WarpHexen will be available.

Software you need:

- WarpUP PowerPC Software

This is the new PowerPC standard, replacing the ppc.library. On new PowerPC Boards like the Brainstormer only WarpUP programs will run, but not ppc.library programs. WarpHexen of course will support the Brainstormer G3 Board !!!

It does not work with V7, as i need to get the Busclock of the Board, and the function to do so needs powerpc.library V10 at least. If you need WarpUP and ppc.library both, i recommend using WarpUP V14 and the ppc.library emulation for WarpUP of Frank Wille together. There won't be a future for ppc.library, so it is a bad idea relying on it...

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new PPC Boards are WarpUP-only, but 2-2.5x faster than current Boards,  
due to a more modern PPC called G3 (Info: [www.escena.de](http://www.escena.de))

- rtgmaster.library

Get it from Aminet [gfx/board/rtgmaster\\_user.lha](http://gfx/board/rtgmaster_user.lha)

- locale.library

Not required, but if you want to play with a joystick...

- Hexen WAD File

You can get this from [ftp.cdrom.com](http://ftp.cdrom.com) (Shareware Version). For full  
version, contact Ravensoft. AmiHeretic supports all sorts of  
Heretic WAD Files. No "special" WAD required.

If you run the Shareware-Version use the parameter -shareware !!!

WarpHexen -shareware

To be able to save: Create the directory hexendata in the local  
directory !!!

## 1.5 WarpHexen

WarpHexen - The 3D Game for PowerPC

Configuration

By using the Hexen.CFG you can configure the Keyboard and some other  
things. In the future a GUI will help here. You have to use RAWKEY codes  
to specify your own settings. I think the default ones are quite good.

If you do not like them: Change them.

The default settings:

Turn Right: Right Arrow

Turn Left: Left Arrow

Forward: Up Arrow

Backward: Down Arrow

Strafe left: ,

Strafe right: .

Fly Up: Numberblock 9

Fly Down: Numberblock 3

Fly Center: Numberblock 6

Look Up: Numberblock 7

Look Down: Numberblock 1

Look Center: Numberblock 4

Inventory left: [

Inventory right: ]

Use Artifact: RETURN

---

Fire: CONTROL

Force Strafe: SHIFT

Speed: ALT

Use: Blank

Gamma: HELP

Pause: DEL

Automap: TAB

Help Screen: F1

<: Jump

(Rest like written on the help screen)

Asides from the keys (do not try to use Amiga-keys... you would not be able to use Amiga-Keys and Arrow-Keys at the same time) you can specify:

- usegamma: The default gamma value
- chatmacro's: Set chatmacro's
- screenblocks: Set Screenblocks
- use\_fps: Use fps counter

## 1.6 WarpHexen

WarpHexen - The 3D Game for PowerPC

Possible Problems

1: Termination problems

If the game crashes on start, or during termination, this is not WarpUP's fault. In fact there is "Anti-WarpUP-Code" in the FlashROM of the A1200 PPC and in the ppc.library.

To get rid of this "Anti-WarpUP-Code", do ONCE in a shell (it is saved to your HD then):

```
echo >env:powerpc/TERMINATOR "2"
```

```
echo >envarc:powerpc/TERMINATOR "2"
```

Then reboot. If you have a very old FlashROM use "1" instead of "2". One of the two works. Note, that this might not work, if you have ppc.library apps installed in the background (Maybe you should consider installing Frank Wille's ppc.library Emulation ?).

Do NOT install:

- CGX PPC (doesn't do a speedup anyways, only does Memory Allocation with ppc.library to disable WarpUP, else the same like CGX 68k)
  - ppc.library based Datatypes
  - RC5-PPC
-

- Printer-Spooler of Turboprint PPC
- PPCInstall
- ElfLoadSeg

Remember, on future PPC Boards \*only\* WarpUP will run. Best you adapt now already. I don't have a SINGLE ppc.library app on my system...

If you get crashes after quit or if you get a black screen this is a termination problem. Or if it crashes after the termination requester.

I am really sorry about these things, but they are not my fault, nor the fault of H&P. It will be good when the new Boards appear, where no ppc.library which tries to mess around exists...

2: rtgmaster crashes (but it is no problem with WarpUP)

Then put

```
c:MCPramlibpatch >nil:
```

to your startup-sequence. This tool is in the rtgmaster package. The reason for these problems is an incompatibility of the 68k part of rtgmaster with certain tools like MCP. The ramlibpatch fixes this.

3: CV/PPC or BV/PPC problem

do:

```
echo >env:powerpc/force "1"
```

```
echo >envarc:powerpc/force "1"
```

```
echo >env:powerpc/gfxaddr "$e0000000"
```

```
echo >envarc:powerpc/gfxaddr "$e0000000"
```

and reboot. And now it works. Go sure you use powerpc.library V14 or higher.

4: Stackproblems

Use the GUI or set the cache manually. If you use the GUI stack is handled automatically. Note: For some systems it seems the RunCommand function of dos.library does not work (an "evil system patch" active ?) They should raise the stack manually

5: Problems when Miami is running

Miami seems to have with certain settings problems with WarpHexen. With AmiTCP it works fine, though. And if the settings are correct, also with Miami. It is apparently important, that in TCP/IP the "dynamic" checkmark is set. If the configuration is done right, it also runs with Miami.

## 1.7 WarpHexen

WarpHexen - The 3D Game for PowerPC

Speed

On my 150 MHz PPC 604e (yeah, the slowest Cyberstorm PPC existing...).

Data is given for the old (100% C) and the new (PPC ASM Optimization)

version, left the old, right the new version :)

GFX Board: 35 fps

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## 1.8 AmiHeretic

WarpHexen - The 3D Game for PowerPC

History

V1.1 - Initial release

V1.2 - Fixed Crash-Bugs

Future

- Sound
- Music
- More PPC ASM Optimization (Maybe)
- A nicer GUI
- Probably many things more :)

## 1.9 WarpHexen

WarpHexen - The 3D Game for PowerPC

Authors

Hexen is copyright by Ravensoft. You can get more information about the nice games of Ravensoft at [www.ravensoft.com](http://www.ravensoft.com).

The Amiga adaption was done by Thomas Frieden, with some small help from me, Steffen Haeuser.

If you want to tell him things, contact him at:

[tfrieden@fix.uni-trier.de](mailto:tfrieden@fix.uni-trier.de)

or me at:

[MagicSN@Birdland.es.bawue.de](mailto:MagicSN@Birdland.es.bawue.de)

And to make it 100% clear once more:

This game underlies the original copyright by Ravensoft.

The executable can be freely copied, but the datafile from Ravensoft is NOT to be freely copied, you need to buy it or get the Shareware version from [ftp.cdrom.com](http://ftp.cdrom.com).