New Glider for Windows Info...

Just when you thought you knew *EVERYTHING* about Glider for Windows...

Included here is some additional information that should make your flights a little smoother and more interesting, as well as introducing you to some of Glider's newest features. You'll find the following sections below...

> ***Items of Interest*** - Some of the most commonly asked Glider for Windows questions and answers...

> ***About The Houses*** - Learn a little about the houses and their authors...

> ***Using Glider for Macintosh Houses with Glider for Windows*** - Want to fly through your favorite Glider for Macintosh houses ? Read this section for a step by step guide to make it happen...

> ***Copying Glider Files Onto a PC Formatted Disk*** - Some of the most commonly asked Glider for Windows questions and answers...

_____

Items Of Interest

Some commonly asked Glider for Windows questions (and answers too !)...

Keyboard/Mouse Configuration

- How can I shoot rubber bands or engage turbo when I'm using the mouse to control the Glider ?

  Use the keys specified in the 'Keyboard/Mouse' configuration dialog box for these operations...If you have a three button mouse, you should be able to perform all but one operation from the mouse buttons...Use the 'Middle Mouse Button' control to specify what you you'd like to have the middle button do, and use the keyboard for the one function that's left over...

- Why doesn't the center button of my three button mouse work ?

  Your mouse driver may not be configured to or designed to recognize the middle mouse button...Check with the mouse manufacturer to be certain that you've got everything set up properly...

Joystick Configuration

- When I select 'Forward/Reverse' joystick control, I go forward when I pull back, and backward when I push the stick forward...What should I do ?

    Try checking the 'Invert Joystick Directions' box in the joystick configuration dialog...This will reverse the already reversed controls...

- When I'm controlling Glider with a joystick, the screen saver comes on while I'm playing (usually at just the wrong moment !) ?

    For now, disable your screen saver while you're playing Glider for Windows...This one slipped by us...It will be fixed soon...

Playing The Game

- Is there any other way to save a game than pressing TAB to pause, selecting 'Game/Save' and then pressing TAB to unpause ?

    Press CONTROL-S instead...It's a handy short cut...

_____

About the Houses

Ever wonder who is responsible for all of the houses that you've probably already begun to really enjoy ? The following is a conglomeration of the comments made by the architects behind the scenes...Each sheds some light on the history, mystery, and hints that make the houses too hot to handle...

MAD.GHS [Originally 'Mad House']

Welcome to the Mad House!

This is a very difficult house to get through. I don't want to spoil it too much with a lot of hints, but I will reveal that the house is something of a maze. There are many, many rooms where you have several ways you can go.

Some directions lead to certain entrapment and no return, while others lead to the way out. A final hint: there are a lot of tough rooms where timing is VERY critical. This house is for the people who thought the original house ('The House') was too easy. Good luck!

- john calhoun

COMBO.GHS [Originally 'Combo House']

What is Combo House?

This is the original house that came with Glider 4.0 ("The House" & "The House 2") combined with "Mad House" & "Mad House 2" (renamed "Combo House" through "Combo House 4"). As you may remember, the last room in the original house presented you with an open window and a way out of the house. In "Combo House", you fly directly from the last room in the original house into the first room of "Mad House". Why on earth would someone want to do this? Well, because this hybrid house has over 120 rooms! By flying right out of the original house and into the new house, your "score potential" is quite large indeed! But to lessen some of the confusion, the houses were renamed "Combo House". Score big! [11/27/92]

HOUSDOOM.GHS [Originally 'House Of Doom']

House of Doom is suitable for those who have completed the house that came with the game ('The House') and are looking for a new challenge. It's comparable in difficulty to the 2nd half of the original house.

Hints:

- Use battery power sparingly. You need a decent amount to finish.
- Be very careful going through the last room, as a wrong move can get you into serious difficulty, even with a lot of extra planes.

Questions, Comments:
AOL: JeffrC

HOUSSTF.GHS [Originally 'House Full Of Stuff']

The Story of The House Full of Stuff...

In the beginning there was no House Full of Stuff. Instead, there were lots of little three and four room houses that had been created one after another. I tried to make them bigger, but, to be honest, I got pretty darn sick of testing them out after building three or four rooms.

Then, I had this thought: Why not stick all these little houses together, one after another, and make one big house, with lots and lots of stuff? So that's what I did, and now there is one big house, called the House Full of Stuff. As you go through it, you can see how the house is divided into distinct sections; each section was once a little house unto itself.

More than just another house file, I believe that this house demonstrates The Way Glider Houses Ought To Be Made. Instead of getting pooped out after creating 30 or so rooms, try making a few small houses over time, and then, when you're ready, copy and paste 'em together.

Hints:

- Room names sometimes have hints built into them

- There are many ways to get through the entire house without hitting every room; however, it is possible (and preferable, points-wise) to try and get through all of 'em.

Questions, Comments:
AOL: JeffrC

HOUSSND.GHS [Originally 'House Full Of Stuff Next Door']

The Story of The House Full of Stuff Next Door

I got through The House Full of Stuff, and so did a lot of other people. Some people thought some of the rooms, especially early on, were too hard. Others, mainly me, who had gone through it a few times, thought some of the rooms were getting to be too boring. And then there were the people who actually found flaws in some of the rooms.

The answer to all of these problems: The House Full of Stuff Next Door. A replica of the original House Full of Stuff, built right next door to the original, but with a variety of improvements and surprises, including lots of new rooms.

I wouldn't try this one until completing the original House Full of Stuff. First, House Full of Stuff Next Door is harder. Second, if you try House Full of Stuff first, you can jot down all of the problems and complaints you have with the original, and then get a special thrill as you count how many of them are solved, answered, and/or eliminated in the new version.

Hints:

- Hints for House Full of Stuff still apply.
- Many rooms look exactly like the old versions, but be careful, slight alteration could spell disaster.

Questions, Comments:
AOL: JeffrC

LUMPY.GHS [Originally 'Lumpy's Home']

Dear Glider 4.0 Fans,

Hello, my name is Tony Korlath and I designed Lumpy's Home. This was my first experience with using the Editor program and it worked quite nicely. Lumpy's Home took me about 3 hours to design. The fun part about designing your own home is that you can make it as hard or as easy as you would like. There is a least one hidden room, and I hope that you can find it.

Good Luck and Happy Gliding,

Tony Korlath

RSUN.GHS [Originally 'House of the Rising Sun']

9/2/92

Hello!

I created this house over the course of about one month, after finally completing "The House" that came with Glider 4.0. I figured I would give creating my own house a shot, and never realized that it would be so fun thinking up ways to make a plane crash.

I'm an Apple Educational Systems Engineer for a dealership in Pennsylvania, and seeing as there aren't many schools needing Macs fixed or labs installed over the summer, I had more free time than I should have. Playing Glider helped me while away the hours.

I uploaded the house to America Online and, to ensure that my work was not wasted, offered $10.00 to the first person to send me a screen shot of the completed house. I also offered $20.00 to anyone who could beat my high score. (It was 1.6 million, but then again, I knew where everything was). About 3 weeks later, I was $30.00 poorer.

The same day I realized I would have to part with the other $20.00, John Calhoun E-Mailed me and said that he was interested in my house being in a collection of houses to be sold commercially. I was amazed. This was such an honor. I fixed some things here, moved some things there, and thought up some more funky names for the rooms. I took great pleasure in naming the rooms such that they would either help you get through the room, make you laugh, or just go, "Huh?"

I am pleased to present House of the Rising Sun. 120 Rooms, More clocks than Pink Floyd's "Dark Side of the Moon," More balloons than a Republican National Convention, Millions of points, and, hopefully, hours of gliding pleasure.

Thank you and have a nice day.

Steve Sullivan

Comments, suggestions, etc. may be sent to:

AOL:ACME Steve
AppleLink: CWED.LANG2
Internet: CWED.LANG2@applelink.apple.com

USHER.GHS [Originally 'Usher House']

I'm one of the many starving 14 year olds who got up to his ears in debt to

purchase Glider... It was well worth it. I've been using Mac's for seven years, six years of which were with an Original Macintosh, with a few upgrades (Do you remember those 128k machines?). Currently I'm using a Mac IIsi. This house was written one lonely evening when I'd gotten bored with houses that were NICE to the people in them. It originally had no gliders, batteries, rubber bands, or bonuses of any kind. I didn't just smother people with a dozen shredders in every room, but I came pretty darn close to it. It was, of course, nearly impossible to complete. I toned down the horror a little bit, and added some food in strategic places, which usually takes off more than it gives. When you try to complete the house, remember to use the time-honored practice of getting through fast, then going back for the goodies.   It's now a 30 room house, with a good 100,000 points if you complete it. Have fun! Any and all comments are welcome. You can reach me as Phexem on America Online, or through Snail Mail at:

Brian Eaton
1204 Milan Ave.
S. Pasadena, CA 91030

_____

Using Glider for Macintosh Houses with Glider for Windows
['Relink House Files']

The Problem

One of the most attractive elements of Glider for Windows is its compatibility with Glider for Macintosh houses. Many Mac pilots have tried their hands as carpenters and created their own houses to challenge friends, family, and the world at large. The result has been a massive accumulation of literally hundreds of houses to play (many of which can be found on America On Line).

Glider for Windows is fully compatible with all of these houses except for one small thing...Mac filenames...We must admit that they've got us on filenames...32 characters worth...Glider house files (one or more of which comprise a Glider house) refer to one another by filename...As you can imagine, changing 32 character filenames to our own near and dear 8 characters + 3 characters invalidates these internal references...

Each house has a link to the first and next files in its 'family'...So, when you move a house from Mac to PC disk format (via Apple File Exchange, PC Exchange, etc.), you naturally change the filenames (unless the PC file format is your target and you have been careful to abide by 8.3 filename rules). As a result, the links between house files are broken, and Glider for Windows cannot follow the chain of house files as you traverse its rooms...

The Solution

Glider for Windows offers you two methods of working things out...But before you can play your Glider for Mac houses in Glider for Windows, you'll have to make sure that you get your files onto a PC formatted disk and rename them for easy reference. If you need a little assistance with this, see 'Copying Glider Files Onto A PC Formatted Disk'...

Method #1...

Using this method, you let Glider prompt you for the house files as they are needed...That is, when you start the house and as you play through it, making the transition from one house file to another causes Glider to display an error message when it tries to open the next file... Don't worry ! You'll then be prompted to locate the next file in the house (its original filename from the Mac will be displayed in the title bar of the 'Open File' dialog). Select that file and you're on your way...Though this is very easy, the appearance of error messages during game play can become annoying and will show up ***every time*** you play the house...

Method #2...

This method rebuilds the links between house files, so it eliminates the display of lots of annoying dialogs during your flight, and you only have to do it ***once*** !

Before you try to relink a set of house files, make sure that they are all stored in the same directory (usually in your Glider for Windows directory) and that they're reasonably named (See 'Copying Glider Files Onto A PC Formatted Disk' for details). To get started, run Glider for Windows and select 'Relink House Files' from the 'Game' menu...Glider will respond with a familiar 'file open' style dialog box which prompts you (in its title bar) to select the first file in the desired house file chain....

Select the first file in the family and click 'OK'. As an example, lets say that you're converting a house called 'House of the Rising Sun' (which consists of files which have already been transfered to our Glider directory via a PC disk and renamed RSUN.GHS, RSUN2.GHS, and RSUN3.GHS)...You would click on 'RSUN.GHS'...

Next, Glider for Windows will prompt you for the second file, specifying the original house family name in the title bar...All files that are to be linked should share this original family name (Glider for Windows makes this check automatically, prompting you whether or not the house file should be included if the family name is discovered to be different)...

Click on the 2nd file in the family and click 'OK'...Continue this process until you've got no more files to link, and click 'CANCEL'... (in the case of 'House of the Rising Sun' you'd click 'CANCEL' when you were asked for house file #4 since there are only 3 files in this house)...

Glider will now prompt you if you'd like to continue with the update...If so, select 'YES' and Glider will check to see if all of the files are present and accounted for, making the updates if everything is in order...Assuming that all goes well, Glider will display a dialog congratulating you on a job well done, and you're all set for trouble free flying !

If you do receive an update error, you should check to see that all of the files are in the same directory...If they are not, use File Manager, DOS, or the filing utility of your choice to get all of the house files into the same directory...You should also be sure that all of the files can be written to...If any are write protected, change their status so that you have write access...

_____

Copying Glider Files Onto a PC Formatted Disk

What's Involved ?

One of the steps that you may have to take in the great Mac house file migration is moving your Glider house files from your Mac hard disk to a PC formatted floppy disk, and subsequently to your PC hard disk...It may seem that this shouldn't be a real problem, because a disk is a disk...isn't it ?

Well, this is becoming closer and closer to being true, but the Macintosh and PC systems still use different techniques for recording information onto a disk, so you can't just drop a Mac disk in your PC 3.5" drive and read in the files. However, using one of several software tools on the market today, you ***can*** put a PC disk into a Macintosh system and move files back and forth from your Mac hard disk...

One such tool is called 'Apple File Exchange', a program which used to be shipped with all Macintosh system software. Another more recent player in the PC disk reading game is called 'PC-Exchange'. Because this program is shipped installed on most Macintosh systems today and is very simple to use, 'PC-Exchange' will be the focus of our Glider for Mac house transfer...If you're not using 'PC-Exchange', please continue reading, and then apply what you learn here to how your specific program works...

The first thing that we have to do is insert a PC formatted disk into your Mac drive and copy the files onto it. Then we'll rename the files so that they are easy to work with on the PC. Finally, we'll copy the renamed files into your Glider directory on your PC hard disk...

Getting Started

Before you can do anything else, you need to put a PC formatted disk into your Macintosh floppy disk drive...If you're not sure if your disk is formatted for the PC, don't worry...You'll be able to tell easily once you insert it...You'll see one of three things when you put in your disk...

Unformatted Disk - You can use this disk to transfer your Glider house files by formatting it for the PC...Select "DOS 1.4MB" or "DOS 720KB" for format and click 'Initialize'...Wait for a bit, and then you're ready...

Macintosh Formatted Disk - Either eject the disk or format it for use with the PC (or DOS)...This disk cannot be read by a PC system as it is...

PC Formatted Disk - Just what the doctor ordered ! You're ready to 'Copy The Files'...

Copy The Files

Now you're ready to make a copy of your Glider for Mac house files onto the waiting PC disk. Just select the files that you want to copy, and drag them over to the image of the PC disk...When that image darkens, release the mouse button, and your Macintosh will begin copying the files...

Rename The Files

Now you're ready to establish some filenames that will be better suited for working on the PC...If you choose not to rename the files, and the files contain spaces, more than 8 characters, etc., 'PC-Exchange' will make a mess of them, so you should probably take a moment to do it...

First, double-click on your PC disk to open it and display the files...Click on a filename, wait a moment, and then, when the name is selected, type in the new name.

Remember, you only have 8 characters plus a "." plus a 3 character extension (which should always be made '.GHS')...So, for 'House of the Rising Sun', we'll put in 'RSUN.GHS'...A good convention to follow is to omit a file number from the first file of the house (hence, we did not call 'House of the Rising Sun', which is the first house file, 'RSUN1.GHS'). This draws your attention immediately to which file is the first without cluttering up the file name with numbers. All subsequent files should consist of this first file's name, plus its sequence number in the house.

So...Our house names become...

'House of the Rising Sun'	=>	'RSUN.GHS'
'House of the Rising Sun 2'	=>	'RSUN2.GHS'
'House of the Rising Sun 3'	=>	'RSUN3.GHS'

Copy The Files (to PC)

Finally, you need to transfer your house files to your PC hard disk to make them easily and quickly accessible...To do this, you can use File Manager, another filing utility, or good ole' DOS (as we will below)...

From a DOS prompt, type in 'XCOPY A:*.GHS C:\GLIDER', substituting your drive letter if it is other than 'A:' and your Glider directory if it is other than 'C:\GLIDER'. Now your ready to fly...