Default

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Chapter 1

Default

1.1 Table of contents

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            Foundation Update 12 (1-July-1998)
          * Free from Distribution Restrictions *
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This is one of a number of small updates for the commercial release of
Foundation. For the next month I will be dealing with requests and comments
about the game and I will be updating the game to suit the needs of the
users. The first updates will be kept small enough to fit onto a floppy
disk but some larger updates will be made at a later date.

Note: You do not require the previous Updates. All changes that have
been made since the original CD release are included in this Update.

            Installation

            Changes

            Frequently Asked Questions

            Custom Samples Info
          The Foundation Updates will be released on Amiga Format and CU- ←↩
            Amiga cover-CD's
so look out for those if you want use the latest version. The latest version
will also be available on the Foundation Support Web page as well as Aminet
and future Aminet CD's. The Updates are free from distribution restrictions
so if you run a PD library, BBS or any other form of software distribution
service, feel free to provide the latest Update to your customers/users.

Regular updates will continue for at least 6 months.

Thank you,

Paul Burkey <burkey@bigfoot.com>
Visit the Foundation Support Site for the latest Information.

http://burkey.home.ml.org/FoundSupport.html

1.2 Changes

This page of the Guide may not cover the latest updated features. You can
always find the latest details on the Foundation Support Web Page but I
will try to update the Guide each week.

Fishery removed from lava levels to avoid confusion. (no fish in lava!)
Multi Stats panel is much more accurate.
Fishery working much better.
Code optimizations made exe's smaller and slightly faster.
Bug fixed which caused problems with new inventions. (RTG+German problem only)
Added 'L' and 'S' keys for quick Save/Load.
Added 'Save Game' reminder option.
Option to use ASL requester for "Load Game" on menu screen.
Important 'low Chip-Ram' code, stops Chip-Ram dropping below 300k when possible.
Implimented 'shift-select units' feature that was missing.
Added Requestor to 'Esc. key to Quit' option.
Improved building sound-effect routines.
Added sound to 'Repair Building' feature.
Added warning for 'Damaged Buildings'.
Added option to 'turn off' MugShots in Preferences screen.
Right Mouse Click makes the 'Resource Panel' scroll faster.
Food in Buildings are now correcty lit/unlit.
Scroll location is now restored after 'Load Game'.
Panel Update code was improved which makes the game a lot smoother with big ←
    settlements.
Fixed the 'Best & Worst' panel which showed incorrect value for Peasants.
Fixed 'Average Age' calculation from the previous 'totaly incorrect' value.
New Custom Sound features for 3rd party sound sample support.
Fixed a bug when an in-game screens width wasn't divisible by 32 pixels (Corrupted ←
    game display)
Some problems with the AGA version were fixed.
Selected Building Box uses colours to show strength (Red = Damaged)
Much better Computer AI which doesn't necessarily mean the game is harder but it ←
    is more fun
Any buildings that are given to you at the begining of the game are filled up with ←
     stock and people

1.3 Faq's

Here is a list of Frequently Asked Questions and common problems that have been ←
    collected
durring 100's of Emails since the game was released.

Q. The game won't start! Why can't I get it to run?

A. You must setup some basic preferences. You do this by running
   FoundationPrefsand then you press the USE button to setup some prefs in RAM. If
   you've copied FoundationPrefs to the Hard Drive, you could use the SAVE button

to setup some perminent prefs for future use. If the game doesn't find the ←
   prefs
files in RAM or in the current directory it will not run.

Q. Why does the game seem to crash as early as the menu screens?

   A. You are probably using the AGA version and the crashes are due to a lack of
   chip memory. If you use the default menu screen size (640x256) or bigger, the
   game will use quite a lot of chip memory. This problem is made worse my the
   large 500k music module and also by large Workbench screens. Some checks for ←
      low
   Chip-mem have been added to the game but it dosn't seem to be foolproof.

Q. How can I play the CD Audio tracks? The game keeps loading files, stopping
   the CD playback.

A. You must install te minimum files required for CDDA playback. In the current
   version of the FoundationPrefs you must select the first three Instillation
   buttons. These are Samples, Mugshots and Game GFX. This amounts to 33Meg of
   files. In a future update I will provide extra filter options to allow you to
   install 'AGA only' or 'RTG only' files.

Q. Why do I have problems running the game in Hires modes with the AGA version?

A. The AGA version was developed with 'low end' support in mind. This means I
   made every effort to allow users to play the game on a 640x256 size screen but
   anything bigger than that was going beyond the limits of AGA (playability). The
   preferences program should really have been designed to stop users from
   selecting screens bigger than 640x256 but the limit was never implimented.

Q. Why is the Intro Anim so slow in AGA?

A. I had a few small problems with the AGA anim playback routines in the last
   few days of development. These problems forced me to use an older (Chip Mem
   based) routine for the AGA version which made the playback safer but slower.
   This is something I will replace in one of the first updates. The RTG anim
   playback has room for improvement too.

Q. Where is the game documentation?

A. There is documentation on the CD but when it was created we discovered the
   Icon for the html drawer was missing. The documentation can be found on the CD
   in the html drawer. I will also create a detailed Players Guide to provide more ←
      help soon.

Q. The manual states that new trees can be created 'at any time'. Is this true?

A. I'm afraid this is not true. In order to create new trees and rocks you must
   develop the required commands in the Laboratory. The 'Summon Rocks' spell will
   be developed durring Tech Level 6 and the 'Summon Trees' spell will come ←
      durring
   Tech Level 8.

1.4 Installation

Place the FoundationPrefs program and the required Executable file in
a directory of your choice and launch the Prefs program to install the
necessary files from the CD.

If you already have Foundation installed then it is just a case of
copying these files over the old ones. I don't think it could be any
easier.

A standard Installer script is provided with the floppy disk distribution
to install the Update direct from the Archive.

1.5 Custom Sounds

The custom samples are standard IFF-8SVX sounds which are named using the rules
described below. The samples are placed in a new directory called "CustSound/"
which will be located in the root of your Foundation installation. If you run the
new version of FoundationPrefs (V1.53 of higher) the Directory will be created
for you. When you run the FoundationPrefs program it will ensure this directory
exists and it will create an index file called CustSound.dat there. This index
file tells Foundation (V1.03 and higher) a little about the available samples.
Using the new "Custom Sounds" page of FoundationPrefs will show you which sounds
are available and you can also Test them to be sure that they are real 8SVX sounds ←
 .

Character Speech

There are three classes of characters in Foundation. The most common is the "male"
class which covers Peasants, Wizards and Scientists. Next is the Soldier class
which covers all battle units. There is also a "Maiden" class. Each character has
4 simple phrases.

    Hello   - a general greeting, used when you select the character.
    Ok   - an acknowledgement, used when you give a 'good' command.
    No   - a refusal, used when you give an illegal command.
    Already - phrase used when you make a command that is already being executed.

Instead of using a messy number system I have built in a name system so
you can give each character a name, for example we may give our first
male character the name "baz". To add a "Hello" sample to "baz" we would
give the sample the name "male-baz-hello0". Now this has added a new
sample set to the "male" class. One "Hello" sample is all you need to
add a new character but I recomend you to use at least one of each type
for example...

male-baz-hello0
male-baz-ok0
male-baz-no0
male-baz-already0

This has added a full range of speech to a new "male" character called "baz".
You could add extra samples by giving them higher numbers so we may have
9 or more samples for this character for example...

```
male-baz-hello0
male-baz-ok0, male-baz-ok1, male-baz-ok2, male-baz-ok3
male-baz-no0, male-baz-no1
male-baz-already0, male-baz-already1
```

For Maidens you would use something like "maiden-sally-hello0"
For Soldiers you would use something like "soldier-raj-hello0"

The most common speech is the "ok" sample so please try to use at least 2
"ok" samples for each character. As I mentioned, 1 "hello" sample is the
minimum needed for a character but you should try to add a full range. If
a phrase is missing for your character you will not hear any sound for
that particular phrase.

I have created a small example set of custom speech samples to explain how
this all works. The archive is called FoundCustSpeech.lha and it should be
available on the support web site, Aminet and wherever you found this file!

Sample Limits

Try not to use samples bigger than 40k but 60k is probably a fair limit. I've
not tested anything bigger than 60k. The current system will cope with up to
128 samples for each character and up to 100 custom characters. These limits
will be raised in the near future. The game was never designed to use samples
bigger than 40k so *beware* of chip mem problems!