The Hive 1.0 - Read Me

This document is a collection of various tid bits of information relative to The Hive, and is not organized into any specific order.

Supported display resolutions

Here is a breakdown of the 4 display resolutions supported on the startup window:

Fair: 320 x 200 x 256 colors (mode 13h) - fast video/incorrect aspect ratio

Good: 320 x 240 x 256 colors (mode X) - semi-fast video/correct aspect ratio

Better: 640 x 480 x 65536 colors - fast computers with 1mb video VRAM

Best: 640 x 480 x 65536 colors - for fast computers with 2mb video VRAM - page flipped

----

Levels of Difficulty

We chose only to implement two levels of difficulty, 'normal' and 'expert'. We deliberately left out 'easy'. In the end we decided to include a practice mode that allows you to practice on a 'flying rail' style level (level 1), and a 'panorama' style level (level 10) to improve your skills.

Input Devices

The Hive will work either a joystick or a mouse. But it is significantly more difficult to play with a mouse.

Joystick Driver Installation

If you've added a joystick port to your computer since installing Windows '95, you will have to install the joystick driver before any Windows '95 game can take advantage of it.
To do so, run the Control Panel and choose the 'Add New Hardware' Wizard. It will guide you through searching for, and installing your new hardware.

Joystick calibration

If your joystick does not move to the full extents of the screen, you can recalibrate it via the Windows '95 Control Panel. Run the Joystick applet in the Control Panel and choose the 'Calibrate' button.
On some computers we experience a strange situation where, even after calibrating the joystick, it fails to have full range of motion. An apparent work around it to start The Hive running, then press <ALT>+<Tab> to toggle out of the application, then press <ALT>+<Tab> again to toggle back into The Hive. Doing so seems to make the joystick work properly.

Graphics card showdown: DRAM -vs- VRAM

Our tests clearly found that having a fast Pentium computer is not the complete solution a truly fast game machine. Graphic cards that contain VRAM out performed cards with DRAM substantially. Even fast Pentium users might have to play the game in 320x240x256 color mode in order to maintain a high frame rate. (15 fps)

Hive on the Internet

There are two locations on the net worth browsing for the most up to the minute hints and tips:
HTTP://com.primenet.com/hive
HTTP://www.trimark.com

About the Developers

Hive is the brainchild of a group of guys from Rainbow America and Trimark Interactive, sitting around a ping-pong table, thinking up cool game ideas in the fall of '94. It was created entirely at the Rainbow America's studios in Phoenix, Arizona.

Cool Demos
There is an installable demo of another Windows based CD-ROM game from Trimark on the 2nd CD. You can install the ***Air Havoc Controller*** demo by running 'Setup.exe' from the \HAVOC\ directory on disk 2. Check out Air Havoc Controller on-line at:

      HTTP://com.primenet.com/rainbow

Special thanks to the makers of Adobe's Premiere. Never before had we encountered such an incredibly useful piece of software that *crashes* with such uncanny regularity. :-(