

**StarCrusaderPatch**

**COLLABORATORS**

	<i>TITLE :</i> StarCrusaderPatch		
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## StarCrusaderPatch

### 1.1 StarCrusaderPatch - main index

StarCrusaderPatch v1.00  
Graphics patch for Star Crusader

(c) 1999 John Girvin/Halibut Software

Description

Licence and Distributability  
IMPORTANT!

Requirements  
IMPORTANT!

Shareware information

Installation

Configuration

Starting the game

Usage notes  
IMPORTANT!

Troubleshooting

Author information

Project history

Future plans

Acknowledgements

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StarCrusaderPatch is SHAREWARE  
If you have not already done so, please consider  
registering  
!

## 1.2 StarCrusaderPatch - product description

### STARCRUSADERPATCH DESCRIPTION

StarCrusaderPatch is a graphics patch for the GameTek / Take 2 / HumanSoft game "Star Crusader". It replaces the game's built in, blitter-based (slow) polygon rendering routines with CPU-based alternatives that provide a speed boost on Amigas with fast processors. It also adds two new drawing modes to complement the normal "textured" style.

Both CD-ROM and floppy versions of the game are supported.

THIS PRODUCT IS SHAREWARE! Please refer to the  
shareware information  
section for further on how to register.

## 1.3 StarCrusaderPatch - licence and distributability

### STARCRUSADERPATCH LEGAL INFORMATION

These are the licence and distribution conditions for StarCrusaderPatch.

Using the package implies that you agree with and submit to these conditions. If you do not agree with the conditions laid out below you are not permitted to use StarCrusaderPatch and must delete any and all files in your possession related to it NOW!

### STARCRUSADERPATCH LICENCE CONDITIONS

STARCRUSADERPATCH IS PROVIDED "AS IS" AND IS USED AT YOUR OWN RISK

NO GUARANTEES ARE GIVEN, NOR SHOULD ANY BE INFERRED

The author cannot be held liable for any loss or damage caused by the use or misuse of this package

You are permitted to evaluate StarCrusaderPatch for a period of up to 30 days. After this period you must either  
register  
the product or delete any  
and all instances of it that may be on systems under your control.

#### STARCRUSADERPATCH DISTRIBUTION CONDITIONS

StarCrusaderPatch is (c) 1999 John Girvin/Halibut Software

This package is freely distributable, provided that all files that are part of the package are included unchanged in any distribution and no more than minimal handling and/or media costs are charged.

## 1.4 StarCrusaderPatch - product requirements

#### STARCRUSADERPATCH REQUIREMENTS

- \* An Amiga capable of running the Star Crusader game
- \* The Star Crusader game on CD-ROM or installed to hard disk
- \* A processor upgrade - 68030 or better is recommended

## 1.5 StarCrusaderPatch - product installation

#### INSTALLING STARCRUSADERPATCH

Please read the  
licence  
and  
requirements  
sections first!

Installing for the CD-ROM version

Installing for the hard disk version

## 1.6 StarCrusaderPatch - CD-ROM installation

#### INSTALLING STARCRUSADERPATCH FOR THE CD-ROM VERSION OF THE GAME

1. Create a new drawer somewhere on your system to hold StarCrusaderPatch
2. Copy the "StarCrusaderPatch" program to this newly created drawer

## 1.7 StarCrusaderPatch - hard drive installation

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## INSTALLING STARCRUSADERPATCH FOR THE HARD DRIVE VERSION OF THE GAME

1. Copy the "StarCrusaderPatch" program to the same drawer as you installed the Star Crusader game to

## 1.8 StarCrusaderPatch - product configuration

### STARCRUSADERPATCH CONFIGURATION

StarCrusaderPatch provides a number of options that may be activated or deactivated using command line parameters or icon tooltypes. Both command line options and icon tooltypes are the same and are detailed below:

#### FPS

Specify this parameter to enable a basic FPS (frames per second) counter in the "Combat Simulator" section of the game. This will indicate how fast your Amiga is running the game - the higher the number, the better!

If the FPS parameter is not present then the FPS display will not appear.

#### DRAWMODE=WIREFRAME|FLAT|NORMAL

This option controls the style of graphics the game will use. Only the values listed above may be specified.

WIREFRAME: only the edges of polygons are drawn and they are not filled.

FLAT : polygons are filled with a single colour

NORMAL : polygons are filled in the same style as the unpatched game

If the DRAWMODE parameter is not present, the default is to draw graphics in the same style as the normal, unpatched game.

#### CPU=68020|68030|68040|68060

This option may be used to force StarCrusaderPatch to use a set of functions for drawing graphics that are optimised for a particular processor. Only the values listed above may be specified.

68020: select routines best optimised for a 68020 processor

68030: select routines best optimised for a 68030 processor

68040: select routines best optimised for a 68040 processor

68060: select routines best optimised for a 68060 processor

This option need not normally be used as the patch will detect the type of processor that your Amiga is using and automatically select the fastest ↔ combination

of routines for that CPU. Specifying a different CPU from the one that is ↔ actually

in you machine may have undesirable side effects.

## 1.9 StarCrusaderPatch - starting the game with the patch

## STARTING A PATCHED GAME

Please read the  
usage notes  
section of this document if you  
have not done so already. It contains important information that you should  
know before attempting to play a game using the patch.

If you are using the CD-ROM version of the game you should insert the game  
disc into your CD-ROM drive.

From Workbench, open the drawer containing the StarCrusaderPatch program and  
double click on the "StarCrusaderPatch" icon found within it. From a shell or  
shell script, execute the "StarCrusaderPatch" program.

The game will now start using the default options specified in the

parameters or tooltypes

.

## 1.10 StarCrusaderPatch - v1.00 usage notes

## STARCRUSADERPATCH V1.00 USAGE NOTES

- \* possibly broken on non-English floppy versions. I do not have any  
such versions of the game to test the patch on, so users of these  
versions may have problems!
- \* the floppy version of the game will not require a machine reboot when  
using StarCrusaderPatch to start it. Machines with limited memory may  
have problems running the patched game because of this, but there is  
little I can do about it.
- \* the game itself will cause a number of "Enforcer Hits" while running.  
This is due to bugs in the original game code and nothing to do with  
using StarCrusaderPatch. It is advised to disable any Enforcer style  
utilities (Enforcer, Cyberguard etc.) before starting the game.
- \* StarCrusaderPatch must modify the "LoadSeg()" vector in dos.library  
in order to work. This modification will most likely cause a "virus"  
alarm with any virus checking program that may be active. DONT PANIC!  
This is part of the normal operation of the patch, however the virus  
checker may interfere with the patch operation so it is advised to  
also disable any such programs before starting the game.
- \* only the in-game polygon graphics are patched / modified, the ship  
preview displays in the flight simulator and mission briefing screens  
will remain unchanged.

Please

contact the author

if you experience problems with StarCrusaderPatch.



## 1.11 StarCrusaderPatch - troubleshooting

### STARCRUSADERPATCH TROUBLESHOOTING

Please read the  
usage notes  
section of this document if you have  
not done so already. It contains important information which may help  
resolve your problem quickly.

If you are going to send a bug report please include at least the following  
information:

- \* version of the game (eg. English, Floppy, PAL)
- \* 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
- \* parameters and/or tooltypes specified when starting the patch
- \* description of what happens eg: error while installing, error while  
starting, gfx errors, keyboard hangs, game crashes etc.

Please  
contact the author  
if you experience problems with StarCrusaderPatch.

## 1.12 StarCrusaderPatch - project history

### STARCRUSADERPATCH PROJECT HISTORY

1.00 12/99  
- first version, released to Aminet

## 1.13 StarCrusaderPatch - future developments

### FUTURE DEVELOPMENTS

- \* the polygon drawing code could probably be optimised a lot.

Contact me  
if you are interested in helping!

- \* enable the FPS patch for the original, blitter based graphics  
routines so you can see how fast the normal game runs
- \* THERE WILL BE NO TEXTUREMAPPING PATCH, please do not ask.

Please

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contact the author  
with any ideas you would  
like to see added to StarCrusaderPatch.

## 1.14 StarCrusaderPatch - shareware information

### STARCRUSADERPATCH SHAREWARE INFORMATION

StarCrusaderPatch is released under the "shareware" scheme. This means that you are permitted to evaluate the product for a maximum of 30 days and after this period you are required to either register the product or delete any and all instances of it on systems under your control.

There is no special registered version of this product. The evaluation version is not restricted in any way. This may change with future revisions.

### BENEFITS OF REGISTERING

By paying the small amount to register this package you are helping an Amiga developer and encouraging the creation of future products! Thanks!

The benefit of registering this product are receiving free updates before they are generally available. Bug or problem reports from registered users will also receive priority treatment.

### HOW TO REGISTER

The price to register StarCrusaderPatch is five Pounds Sterling (UK currency).

The preferred payment method is cash. A UK postal order or cheque drawn on a UK bank are also acceptable. Other major currencies are accepted, but you must add 10% to the converted price to cover bank currency conversion charges.

The registration payment is a one-off. No further payment is required for subsequent product updates.

To make your payment and arrange registration, please contact the  
author

.

Finally, thanks again for supporting Amiga shareware developers!

## 1.15 StarCrusaderPatch - author and contact information

### STARCRUSADERPATCH AUTHOR INFORMATION

Name: John Girvin

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E-Mail: [girv@girvnet.freemove.co.uk](mailto:girv@girvnet.freemove.co.uk)  
PGP5.0 public key available

WWW: <http://www.girvnet.freemove.co.uk>  
Latest version always available from here!

## 1.16 StarCrusaderPatch - acknowledgements

### STARCRUSADERPATCH ACKNOWLEDGEMENTS

- \* "Star Crusader" is (c) 1994 GameTek / Take Two / HumanSoft
  - \* StarCrusaderPatch uses chunky-to-planar (c2p) code by Seb/SCOPEX  
Thanks to Seb for all his help with the c2p code!
  - \* Thanks to Angus Manwaring for the original idea, beta testing  
and many motivational emails. Cheers Angus!
  - \* Musical support provided by DJ Adz  
<http://www.adznet.freemove.co.uk/>
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