amigaguide

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WRITTEN BY		January 17, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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*** The Gravity-Force 2 Documentation ***

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GF2 Home Page: http://www.edu.isy.liu.se/~d95jenan/gf2.html

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1.2   GF2. Introduction

GF2 v1.10 - Copyright (c) Bits 1992-1994. All rights reserved.

*Original GF level included with permission from Kingsoft

GF2 v1.10 is FreeWare, and may be copied freely. The programmers take

no responsibility for eventual errors that the program may create in any way.

We have tested everything for many hours to assure that it functions

correctly, but if you find any bugs, please don't tell your friends, :)

tell us!

What is GF2?

GF2 is Bits' version of the original Gravity-Force from Kingsoft.

Some improvements to a fantastic game!

The *original* idea is old, and many games like this exist, f.ex.

"Thrust", "Mayhem", "TurboRaketti", "The Executioner", "Zarathrusta" aso.

But we wanted our own, special version which should have what the other

games hadn't. We concentrated on the 2 Player Dogfight Mode, with some

special weapons and many other settings. The Race Mode was something we

added later to make it possible to play on your own.

1.3   GF2. Requirements

What do I need?

An Amiga with at least 1Mb memory. GF2 should work fine on all Amiga

models (including those with AGA chipset). GF2 will benefit from a faster

CPU, even if a 68040 isn't used to its maximum. :)

Preferably, a friend. GF2 is originally made for 2 players, even if

the Race mode makes it possible to play on your own.

Even better, a friend and his computer. The 0-modem LinkUp mode is

the ultimate GF2 experience! :) A simple serial cable is all you need.

1.4   GF2. Installation

I have a 210 Mb HD. What to do?

Lucky you. Click on the 'Install_GF2' icon or execute the Install_GF2

script and follow the instructions. And check out the 'Environment' menu.

Don't forget to backup your old LogFile.Dat before re-installing GF2,

otherwise your Race records and statistics will be lost.

How to start GF2?

a) From WorkBench: Click on the 'Start_GF2' icon.

b) From CLI: Type 'cd xxx/GF2' and then 'execute Start_GF2'.

GF2 uses DOS filesystem and should work fine together with programs

like EPU or PP_DataPatch. GF2 takes over your computer, but in a system

friendly way, and returns your system intact.

1.5   GF2. How To Play!

How to get the most out of GF2

We have discovered that GF2 is funny even without the Cannon. :)

For example "Knocking" - the Sport where you never shoot your enemy,

you crash into him! Experiment with the Special Weapons, each level

has its ultimate settings, f.ex. "The Tower" and Non-guided missile.

Even some Race levels can be interesting as Dogfight levels. If you play

a Tournament on a Race level it will "become" a dogfight level. "Grass-

Twisted" with Non-guided missile is a good example.

Especially for LinkUp mode, we recommend "Slime-Mushrooms" or

"GrassLands-Diving". If you want to use the Free Fall Bomb, "Slime-

Coulter's Face" is a good choice.

Other levels we have played quite a lot ourselves are:

"LegoLand-Work Out": quick action, "Arctic-Cold War": cock-of-the-roost,

"Arctic-Ice Cold": well, try it. "Boring-One Shooter Each" is one of

the oldest levels, still goin' strong.

The Guided Missile might seem a bit too deadly, but with maximum

AutoCannon power, scattered showers and the right technique, the

dogfight can be really exciting. Fly close to the walls, and you have

a chance of surviving an incoming missile. Try "Metallic-The Basement"

with these settings.

Check out all menus carefully, since there are many things to change

and many different combinations to try. Wherever possible, use the

Full Screen-Both Players mode, since we now have understood that the

Split Screen mode is a bit claustrophobic. :)

We recommend that you use the Tournament mode as often as possible.

You'll get some statistics about how good/bad dogfighter you are.

And, by the way: GF2 contains some hidden menus, keys and modes.

We don't guarantee that all the hidden functions will WORK, but:

Hey! Why are they hidden?

1.6   GF2. LinkUp Mode

The LinkUp Mode

This requires a serial cable to connect the two computers with.

The one who's first to select LinkUp mode, will become Master. The Slave

will automatically use the Master's Preferences, and load the same level.

The Master will be Player 1, and the Slave will naturally be Player 2.

The Serial Cable

A 3-wire cable is enough, which can be obtained from your local

computer store, or simply home-made.

How to make the cable yourself? The trick is: Find the serial port.

Connect pin 2 (computer 1) to pin 3 (computer 2) and vice versa.

Then connect the two computers' pin 7 to each other. Observe that we

DON'T take ANY responsibility if your computer blows up. :) If you are

uncertain, go buy yourself a real cable instead of jeopardizing anything.

1.7   GF2. Technical Information

Some Tecnical Information

* Time of development: Two days of hard work. And an endless number of

nights. :)

* Equipment used:

3 A500 (Slow coding, v1.00-1.03)

2 A1200HD (Fast coding, v1.10)

1 Action Replay III ("Classic Dogfight")

1 Trilogic Sound Sampler (SFX)

1 orange (SFX)

1 lousy tape recorder (SFX)

1 extension cord (SFX)

1 coffee pot + water (SFX)

1 pencil (SFX)

1 glass (SFX)

4 Tac-II (Rest in peace...) (Debugging purposes)

? Coca-Cola (Yeah)

?? Pepsi (Light) (Yuck)

? Pen & Paper (Development kit)

Seka, AsmOne, Trash'm-One (Guess what?)

* Size of assembler sources: About 250 kb. 15000 lines or so. :(

* Estimated tranfer rate through serial cable: 224000 bits per sec.

* Favorite expression while coding:

"Who the F**K has coded this worthless routine?"

(Usually used by the same person who coded it...)

1.8   GF2. The LogMerge Program

What is the LogMerge Program?

It is a small util (run from CLI) which we coded because we wanted

to "spread" our Race Records. The LogMerge program extracts the best

record for each level, and saves it back to the both LogFiles, without

touching the statistics. More info: 'LogMerge ?'

1.9   GF2. Improvements

v1.00: First official release.

v1.01: Improvements since v1.00

We have, on request, added 'Save Prefs' and 'Default Prefs'.

They can be found in (surprise!) the 'Preferences' Menu. If your disk is

Write-Protected, 'Save Prefs' will just freeze. If this happens, remove

the disk, Write-Enable it, re-insert it and everything should be OK.

An 'Intro Picture' has been added to have something to look at while

the computer searches for levels. Thanx to Kenny Stenmark for the Pic.

We have changed the archive from DMS to LhA because AmiNet don't

want DMS files. To start the game from CLI you have to have GF2 as the

current directory and then 'execute Start_GF2'. The 'LogMerge' program

is now placed in 'GF2/' instead of 'C/'.

> The following files are new or altered:

> GF.EXE, GF2_SPEC.DAT, GF2_M.DAT, GetPath, Start_GF2, Install_GF2,

> GFX/GF2_IJX.DAT, GF2.DOC, LEVELS/ARIcy Cave.GFB

v1.02: Improvements since v1.01

Two minor bugs fixed, the Start_GF2 script was incorrect and GF2

turned off the mouse pointer. Version 1.01 doesn't really exist but was

accidentally released. Sorry! :]

> The following files are new or altered:

> GF.EXE, Start_GF2, GF2.DOC

v1.03: Improvements since v1.02

One minor bug fixed, the sprites freaked out when ESC was pressed

several times on AGA machines. Thanx everybody who reported this bug!

> The following files are new or altered:

> GF.EXE, GF2.DOC

v1.10 - Registered Version: Improvements since v1.03

Added:

* Null-Modem LinkUp mode.

* Optional Full Screen Mode.

* More than 50 new levels.

* Two new level types, Slime (by Scanner/Nexus) and Desert (Zipper).

* In-Game Keyboard control.

* Changing water level supported.

* Missile and Cannon Recoil.

* Variable Missile/Bomb Hit Area.

* AmigaGuide documentation.

* More advantage of 68020+.

* Landing upside down.

Removed:

* 1 tiny, tiny little bug which you haven't noticed anyway.

> We don't think you'd like to see the list of all the altered files.

1.10   GF2. Addresses To The Creators

"We" means Jens Andersson & Jan Kronqvist.

Our addresses

If you want to code a Level Editor we will happily supply you with

information about structures aso. If you want to design levels or draw

more GFX, write to us and we'll think about it. All mail is welcome,

especially together with a small donation. :-]

Snailmail: Jan Kronqvist

Volontärbacken 7c

372 32 Ronneby

SWEDEN

Email (preferred): jan@kuai.se

GF2 Home Page: http://www.edu.isy.liu.se/~d95jenan/gf2.html

Credits & more documentation can be found in the game.

1.11   GF2. Registration

How to register

A version of Gravity Force called Gravity POWER is also available,

but it's "coverware", e.g you have to pay for it.

In Sweden: Send me (Jan) 60 SEK and you'll get Gravity POWER.

Outside Sweden: Get a copy of Amiga POWER #50 by calling +44 (0)1225

442244 and ask to speak to Amiga POWER Back Issues.

Click on this Word to get our addresses.

1.12 GF2. Trouble-Shooting

Problem Action

GF2 doesn't start. Check available memory?

Is GF2 current dir when you run Start_GF2?

Re-install GF2.

Slow loading. Harddisc: Turn on "Loading from Harddisc"

Floppy: Optimize the disk, or delete/move

some of the levels you never play, but NOT

"Bomber's Delight"

Flashing red screen. Delete GF2:GF2_Prefs.Dat. You have deleted

the default level.

Screen saying: Wait about 15-20 seconds, and try again.

"Serial transmission error"

1.13 GF2. Bugs and bug reporting

Known Bugs

There are no bugs in the "normal" mode, but the 0-modem Linkup mode

isn't perfect. We thought you preferred a release in July '94, with some

small bugs, before a Christmas-release... :)

There are some problems with the serial transmission, but as they

exist due to inaccurate vertical blanking timing, we don't really know

how to fix it. GF2 relies on perfect 50 Hz frame updating. This problem

might depend on our lousy equipment, so it's not the end of the world. :)

GF2 will detect the bug if it occurs, and will inform you about the

problem. If you wait about 20 secs or so, and then retry, the problem

should be gone. Any Tournaments going on will not be affected, as the

match which was interrupted will be cancelled, and the players' scores

won't change. Thank you for your understanding.

We have also had a LOT of problems with Guided Shots. They just

freaked out because of computers with different speed. After many hours

of coding, we gave up. This means that Guided Shots isn't available in

linkup mode.

Contact us if you find any other bugs, and don't forget to give us

your exact config and a description of how to create the bug. Thanx!