

InstallKit

COLLABORATORS

	<i>TITLE :</i> InstallKit		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 10, 2022	

REVISION HISTORY

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Chapter 1

InstallKit

1.1 InstallKit 3.8NG

CD32 Games Install Kit V3.8 NG

(C) Copyright 1996-2000 Andreas Falkenhahn

Shareware Release (13.8.2000)

Introduction

What you can do with the InstallKit

Copyright

Copyright and distribution information

Shareware

Please register the Install Kit

Registration form

Print and fill it out to register

System requirements

What you require to get it working

Installation

How to get it onto your hard disk

The GUI

How to use the GUI

Tooltypes

Some configuration options

Install2001 Preferences

Options for the game

Icons

Information on the included icons

Degrade mode:

- 1) No degrade: This mode keeps the Amiga system as it is. It won't be degraded in any way. You should use this mode for the most games.
- 2) Disable caches: This mode disables the data cache of your CPU. Normally this is not really necessary. However, some games require it (especially if you're on 040 or 060).
- 3) Full degrade: This mode degrades your Amiga to an 1MB ECS system. This is only useful for CDTV games. You should use it for them.

No fast memory: If you check this button, the game will be booted with no fast memory. Some badly programmed games need this. It works best in conjunction with the 'RebootMode'.

Emulate Joypad: If you check this button, Install2001 will emulate a Joypad for you (if you only got a Joystick). See

here
, how to control the games under Joypad emulation.
The Joypad emulation is based on code by Jean-François Fabre. Thank you.

CD-ROM name: You can change the name of the game CD-ROM in this string gadget. This isn't necessary normally. However, if you change it, the game may not work any longer. So think about what you're doing.

Installation path: In this string gadget you can change the path where the game is installed on your harddisk. This is only necessary when you move the game to another location on your harddisk. Then you'll have to change it.

Save: This button will ask you for confirmation and then save the actual settings.

Cancel: This will quit the preferences program.

1.4 Joypad emulation

Joypad emulation

If you use the Joypad emulation, the controls are like the following:

Up: Joystick up
Down: Joystick down

Left: Joystick left
Right: Joystick right
Fire (red): Joystick's fire button
Blue: Joystick's second button (if present) or F1 key
Green: F2 key
Yellow: F3 key
Play: F4 key
Left ear: F5 key
Right ear: F6 key

1.5 The icons

The icons

The additional icons for a lot of CD32 games are no longer included in the main distribution archive of the InstallKit, but you can download them from my website <http://www.airsoftsoftwair.de/>. They are also available on Aminet in game/patch.

In this package you'll find icons for all popular icon systems on Amiga (Standard/MagicWB/NewIcons). There're icons for CD32 games as well as icons for the Install Kit in the package. Be sure to download the package.

1.6 The CD32 Games Cheat Kit

The CD32 Games Cheat Kit

Please note: The Cheat Kit is no longer included in the main Install Kit distribution archive, but you can download it from my homepage or from Aminet.

The CD32 Games Cheat Kit is a database of cheats for CD32 games. I put all CD32 game cheats I found in this program. The most ones were taken from Keith Krellwitz's famous SweetCheater. Some are also from CD32 Cheat Guide by B.G. Ross.

To start the CheatKit simply doubleclick the icon. Now a requester should appear where you can select a cheat to view. The cheats will all be viewed with MultiView which must be located in Sys:Utilities. Alternatively you can view the cheats by hand too. All are located in the drawer data. And all are in ASCII.

If you've cheats for games which aren't supported yet, you can easily add them to this package. Simply edit an ASCII file and store it in the data drawer. You can edit the cheats with your favourite ASCII editor just like GoldED. Please send me new cheats!

1.7 The CD32 Games Info Kit

The CD32 Games Info Kit

Please note: The Info Kit is no longer included in the main Install Kit distribution archive, but you can download it from my homepage or from Aminet.

From Version 2.5 on the CD32 Games Info Kit is again part of the Install Kit. The last version of Info Kit was in Version 1.4 (!!)

The CD32 Games Info Kit contains infos & scanned pics for CD32 Games supported by the Install Kit. Many infos are provided for example Distributor, Genre, Controls, Rating in tests and much more...It's interesting for those who haven't the game too.

The usage is simple. After you've started via Workbench or CLI a ListView requester appears, that allows you to click on any of the listed games. If you now click on a game, a new screen will be opened and on the left there'll a image of the game displayed. On the right of the screen there'll be some informations about the game. I'm sorry, but the screen will opened in HighRes Interlace with depth 8 (256 colors) only. I will add a screenmode requester in later versions. If you now again click left mousebutton you are back at the ListView.

If you ask now "Why are only 53 games of 170 supported?" It costs much time to collect information about every game, scan some pictures and so on. I need feedback to the Info Kit. If it's famous, I'll continue developing it. Send me your opinion!

1.8 Introduction

Introduction

The CD32 Games Install Kit was created to offer you an easy method of getting your CD32 Games on HD. Actually the InstallKit does a lot of more too.

The CD32 Games Install Kit installs CD32 games to hard disk comfortably. All games that were installed by the CD32 Games Install Kit use my own emulation system called Install2001. This system should grant best compatibility on every Amiga system.

Why use the Install Kit instead of an emulator? Install Kit has an own installation and start routine for every game. Every game, that is supported by Install Kit was tested on several configurations. Also, the Install Kit does very cool things, like displaying the original CD32 animation at the start of a game.

The CD32 Games Install Kit also redirects saves to the CD32 nonvolatile memory to your harddisk. So you can save all your games.

Until Version 1.9 the Install Kit only installed games which are defined by me. Until Version 2.5 there was the Installer Editor to install Games which aren't predefined. But now there's a general CD Installer which allows you to install your Games very easily. In fact you've only to insert the CD-ROM and select a destination path.

I'm also searching for people, who send me CD32 CD's. I'll then try to write HD installers for them.

If you got a game which doesn't run on A1200 or A4000 then contact
me

.

1.9 Copyright

Copyright

The InstallKit is Copyright (C) 1996-2000 by Andreas Falkenhahn.

CD32 Games Install Kit is a Shareware program. You may distribute this archive as long as you don't include any of registration files (key file, key code). You're also not allowed to make any modifications to this archive.

InstallKit uses reqtools.library (C) Copyright by Niço François.

Optionally InstallKit uses guigfx.library and render.library by Timm S. Müller. You can get the full distribution archive of these libraries on Aminet.

Some InstallKit loaders use code (C) Copyright by Jean-François Fabre and code (C) Copyright by Bert Jahn. The Joypad emulation is also based on code by Jean-François Fabre.

Disclaimer

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THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR

THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

1.10 About the author

The author

The CD32 Games Install Kit, the Install2001 emulation system, most of the patches and all the bonus programs were written by me, Andreas Falkenhahn. Here's how you can get in touch with me:

Software Failure / Airsoft Softwair
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36132 Eiterfeld-Arzell
GERMANY

E-Mail: Andreas.Falkenhahn@gmx.de
WWW : <http://www.airsoftsoftwair.de/>
ICQ : 42908277

Don't hesitate to contact me, if you want to ask something or if you got suggestions what shall be implemented in future versions of the Install Kit.

The InstallKit was written on my Amiga:

A1200T, 68040 40mhz, Mitsumi FX-400, 18MB Ram, OS3.1

The InstallKit was tested on:

CD32,	68020 14mhz	SX-1,	6MB Ram, OS3.1
A1200,	68030 42mhz Copro,	MLC Randy Rom,	10MB Ram, OS3.0
A1200,	68040 40mhz,	Mitsumi FX-400,	34MB Ram, OS3.1
A1200,	68020 14mhz,	Mitsumi FX-400,	2MB Ram, OS3.0
A4000,	68030 25mhz,	MLC Randy Rom,	20MB Ram, OS3.0
A4000,	68060 50mhz,	Mistumsi FX-400	64MB Ram, OS3.1

1.11 Thanks

Thanks

The following people contributed InstallKit patches:

- Jean-François Fabre
- Bert Jahn
- Bored Seal
- Mr Larmer

The following people contributed other things to InstallKit:

- Florian Taubert (big thanks, InstallKit supporter #1)
- Chris Vella (big thanks too)
- Jan Weise
- Walter Gierholz
- Frank Brandis
- Jan Dreiocker
- Chris Vella
- Jens Maertens
- Roy Krister Ellingsen
- Katja M Haarla

1.12 System requirements

System requirements

Minimal requirements:

- an Amiga
- reqtools.library by Niço François
- a CD-ROM drive
- OS2.04

Recommended:

- AGA (very recommended)
- a 68020 or better
- guigfx.library, render.library by Timm S. Müller
- Harddrive
- OS3.1

1.13 History

History

V3.8: (Shareware Release)

- updated Installer
 - updated AmigaGuide® documentation
 - some other minor changes in Install2001 to save memory
 - removed Install2001 status window; errors messages are displayed in requesters now
 - before booting Install2001 will now also check if there are any screens open and warn the user then. For the best compatibility no screen should be opened at the boot
 - Install2001 will now attempt to close the Workbench before booting; this ↔ allows
-

- to boot with much more memory
- added installers for Gulp, Labyrinth of Time and Liberation (thanks to Katja Haarla for providing the CD-ROMs)
- added installers for Chambers of Shaolin, Gloom, F17 Challenge + Project X ← Bundle, Manchester United Premier League Champions, Silly Putty, Subwar 2050, The ← Final Gate, Wrath of the Demon, Xenon 2
- reworked the following installers: Flink, Fields of Glory, Jungle Strike, ← Morph, Sensible Soccer, Shadow Fighter, The Big 6, UFO, Ultimate Body Blows
- added Sleepwalker normal version installer (thanks to Roy Krister Ellingsen for providing the CD-ROM)

V3.7: (Shareware Release)

- updated AmigaGuide® documentation
- fixed a major bug in Install2001
- added installer and patch for Guardian

V3.6: (Shareware Release)

- updated installation script
- updated AmigaGuide® documentation
- updated German catalogs
- updated catalog description and translation
- added installers for the following CD32 games: Death Mask, Disposable Hero, Fury of the Furies, Pinball Illusions
- added NOHDSpaceCHECK tooltype and menu in the GUI which forces InstallKit not to check the free harddisk space on the destination partition (thanks to Steven Hilton for reporting the '16bit-limit' bug)
- added Joypad emulation (thanks to Jean-François Fabre)
- reworked the following loaders: Alfred Chicken, Dangerous Streets, Grandslam Gamers Gold Collection, Heimdall II, Diggers (Bundle CD), Naughty Ones, Oscar (Bundle CD), Oscar, The Chaos Engine, Trolls
- added possibility to disable the fast memory in Install2001
- fixed some bugs in Install2001 and bumped version number to 0.7

V3.5: (Shareware Release)

- added some information for German users
 - removed the old Installer script -> InstallKitNG uses NewInstaller now
 - updated this documentation. The German documentation is still to come
 - removed all the bonus programs and icons from the distribution archive; they are now available separately from the Airsoft Softwair website or from Aminet
 - added support for nv ram emulation: Install2001 emulates now the nonvolatile memory of the CD32. This allows you to save all CD32 games
 - added option to hide the startup window
 - added startup window to the main program which shows information about the registered user and plays the original CD32 sound
 - added German Install2001.catalog
 - preferences program also uses locale.library now, so I added catalog description and translation for Install2001.catalog
 - updated the German InstallKitNG.catalog
 - updated the catalog description and translation of InstallKitNG.catalog
 - many bug fixes and optimizations
-

- added a preferences menu that allows to select a CD-ROM drive and also save this settings (prefs are saved in the tooltypes)
- added possibility to configure the preferences of a game via the GUI too
- merged all patch files into one big .pch file, which is accessed every time InstallKit requests a patch
- the ResetPatch is now included in the preferences of the game. So it can't be selected in the GUI any longer
- increased the stability of Install2001 and bumped its version to 0.6
- added 'CD32 boot' mode to Install2001. This one features the original CD32 animation recoded by me ;)
- a preferences program is now added to every installed game. So you can set boot options for the game also after the installation
- added possibility to select different icon sets for the CD32 game (Standard, MagicWB, NewIcons)
- added keycode option: Registered users from non-NG versions of the InstallKit will have to upgrade to fully use InstallKitNG
- added keyfile code again
- reworked many loaders and removed ones, that did not work

V3.1: (Next Generation Full-Release)

- updated Installer script
- updated AmigaGuide® documentation
- complete rewrite of the Install2001 engine resulting in much more stable loaders
- InstallKit can use any CD-ROM now (tooltype DRIVE)
- updated all InstallKit data files
- rewrote most of the bonus programs
- alot of parts of the InstallKit were completely rewritten
- ResetPatch uses now Da Cool Booter which is also by me and Freeware
- added progress-gauge during installations
- alot of visual changes (logo is now also displayed on CGfx/P96)
- added menu and hotkeys
- supports now fully locale.library (InstallKitNG.catalog). Developer files are included
- it has now an inbuild CD32 Emulator
- and much more (I do not remember every change I made)

V3.0: (Not released)

- bumped version number to three dot zero
- removed bootup-picture
- added fontsensitive GUI
- added the 'General CD-Installer' which should install automatically any CD32 CD-ROM (this one is based on my Da Cool Installer)
- removed Installer Editor, because it's not needed any more
- highly optimized the whole InstallKit sourcecode

V2.5: (Shareware Release Version)

- 170+ Installer
 - Installer Editor V1.2 (Hackers removed · buggy)
 - locale.library support is back (now better)
 - nice startpic
 - more stable Installer
 - new Installer script
 - Sensible Soccer removed (too buggy)
-

- Info Kit V1.1
- Cheat Kit V1.1
- many icons in the package
- new AmigaGuide® documentation
- sourcecode optimized
- Bugs fixed

V2.4: (Special Registered Version)

- cut-off InstallKit V2.2

V2.3: (Internal BETA)

- minor fixes
- Bugs removed

V2.2: (Shareware Beta Release)

- 115 Installer (some aren't usable yet)
- Installer Editor V1.1 (with some bugs)
- full support of reqtools.library (© Nico François)
- better Userinstaller routine
- better Installer routine
- Userinstaller run now with the Install2001 System (c) by A. Falkenhahn
- Keyfile compatible
- Original Install Kit blanker
- Bonusprograms: CD32Boot V1.0
 - De-Install Kit V1.2
 - Installer2Disk V1.0
 - Disk2Installer V1.0
 - ChangeIcons V1.0
- new AmigaGuide® documentation
- first trys on CDInfoKit (not included)
- locale.library support removed
- Bugs removed

V2.1: (Aminet Shareware Version)

- not keyfile compatible

V2.0: (Shareware Release Version)

- 58 Installer
- Installer editor
- full support of the locale.library, that means that now in Locale: catalogs/deutsch/ an InstallKit.catalog exists. If you translate the german catalog in an other language (not english, it's build-in) you'll get a free keyfile
- better keyfile-routine
- all Installer support the Install2001® System (c) by A. Falkenhahn
- many routines complete new programmed
- english & german documentation
- StartCD32, CD32 Emulator for many games
- Bugs removed

V1.9: (Shareware Release Version)

- 39 Installer
- List View new
- 2. Fenster removed
- Install Kit Logo
- better Installationsroutines
- Installer ABC... arranged
- Config editor
- Music during installation
- new Installationprog

V1.8: (nicht veröffentlicht)

- 35 Installer
- try to an intro
- Konfig button
- Bugs removed
- Shareware

V1.7: (Shareware Release Version)

- 35 Installer
- Reset Patch runs correct
- Show infos corrected
- new AmigaGuide® documentation
- Bugs removed
- Shareware

V1.6: only (Beta Version)

- new Oberfläche
- works now with 2 windows
- 33 Installer
- new AmigaGuide® documentation
- now full keyfile support
- Bugs removed
- Shareware

V1.5:

- new GUI (Graphical User Interface) interface
- Shareware
- 10 Installer
- new AmigaGuide® Documentation
- Cheat & Info Kit now in the GUI (not in the demo)
- Bugs removed

V1.4:

- 10 Installer
 - new AmigaGuide® Documentation
 - Cheat Kit V1.0
 - Info Kit V1.0
 - MakeAssign Program removed
 - Bugs removed
 - Freeware
-

V1.3: (not released)

- 8 Installer
- some trys to Reset Patch
- Freeware

V1.2: (not released)

- 8 Installer (Bubba 'n' Stix removed)
- some trys to a new user interface
- Freeware

V1.1: (not released)

- 9 Installer
- some Installers corrected & Bugs removed
- Freeware

V1.0:

- Amiga Guide@ Documentation
- 8 Installer
- Freeware

Future plans:

- more installers
- your plan -> contact
me

1.14 Shareware

Shareware

The CD32 Games Install Kit is a Shareware program. This means, that you have to register it, if you use it regularly. The Shareware version of the Install Kit has also some limitations, to encourage you to register it.

There are two different methods of registration:

- 1) New user registration: If you haven't registered a former version of the Install Kit, you have to use this way of registration. Click

here
to get an overview of this registration.

- 2) Upgrade registration: If you already registered a former version of the Install Kit and you have the key file of it, you can use this registration method. Click

here
to get an
overview of this registration method.

After you've chosen your registration method, the only thing you have left to do, is to print out the registration form, fill it out and send it to me. Here's my address:

Andreas Falkenhahn
An der Trift 2
36132 Eiterfeld-Arzell
GERMANY

After I got your registration, I'll immediately send you the needed registration files to unlock the Install Kit.

1.15 New user registration

New user registration

As the name says, this registration is for users, that haven't registered a former version of the Install Kit. The new user registration costs you 20 DM (\$15 US dollars). If you send this fee to me, I'll send your personal keyfile and keycode in return. These two files fully unlock the Install Kit then.

If you already registered a former Install Kit version, you'll only have to purchase an upgrade. See [here](#) for information on how to get this upgrade.

Register now!

1.16 Upgrade registration

Upgrade registration

You can only use this way of registration, if you already registered a former version of the Install Kit and you still have the keyfile for it. If you didn't register a former Install Kit version, see [here](#) for information on the new user registration.

If you use this registration method, I'll send you a key code, that unlocks the Install Kit to be fully functional. To get this key code, you have to send the upgrade fee of 10 DM (\$8 US dollars) to me. After I received the money, I'll immediately send your key code to you.

Register now!

1.17 InstallKit's GUI (Graphical User Interface)

The GUI

The CD32 Games Install Kit offers you an easy-to-use GUI with the following buttons:

Install: This button installs the selected game to your selected destination path. Before you click this button you've to select a game and a destination path.

Destination: Sets the destination path. In this path the game will be installed then when you click 'Install' button.

Make Directory: If you click this button you can let InstallKit create a directory for you in the selected destination path. Before you press this button you need to have a destination path selected.

CD Installer: This button allows you to install any CD32 game which is not predefined by me. It uses a general method of getting the game to HD and it starts the game with Install2001 then. This option should work for the most CD32 games.

Game preferences: If you click this button a requester pops up and prompts you to select the game's path. After you selected the path, it'll start the preferences for the game in that path. You don't need to do this from the GUI however, you can also just go to the game directory on Workbench and simply double click the preferences icon.

Emulator: This button launches the InstallKit's inbuilt CD32 Emulator. After clicking this button you've to insert a CD32 CD-ROM and the Emulator performs some checks. If all was successful you can let the Emulator boot your CD32 CD-ROM.

About: If you click this button the About requester of the InstallKit will be displayed.

Online Help: This button displays this guide file.

Quit: If you click this button the Install Kit will close its window and quit.

Note: All options are also accessible via the menu of the GUI.

Additionally there are some things that can only be accessed from the menu:

Game icons: This menu allows you to choose an icon type that is used then by the Install Kit. Currently you can select between standard, MagicWB and NewIcons.

Select CD-ROM drive: This item allows you to change the drive the InstallKit uses to install games. Default is CD0:. Change it if you need.

Show startup window: Toggle this check item off if you don't want the Install Kit startup window to be displayed.

No harddisk space check: If you got problems with the free disk space calculation of InstallKit (if your partition is bigger than ~1.3gb) toggle this item off.

Save settings: This item saves the actual settings to the icon of the InstallKit.

1.18 Registration form

CD32 Games Install Kit

Registration form

Last/first name: _____

Street: _____

Address: _____

Phonenumber (optional) _____

E-Mail(s): _____

I own the following computers: A500 A600 A1000 A1200
 A1500 A2000 A3000 A4000
 CDTV CD32 _____

with memory: Chip RAM: _____ Fast RAM: _____

Processor: 680_0 Coprocessor: yes no PPC: _____

Kickstart/Workbench: 1.3 2.0 2.1 3.0 3.1 3.5

My registration method: new registration (20 DM/\$15 US)
 upgrade from an older version (10 DM/\$8 US)

I want to get the keyfile/keycode: by electronic mail by mail

Used CD32 Games Install Kit Version: V__.___

I'm member of a user-group yes no Name: _____

I got the Install Kit from: _____

Error reports/bugs/suggestions: _____

I certify that I will use the keyfile only on my computer and that I won't distribute it in any way. I know that spreading keyfiles is an act of software piracy that may be persecuted by law.

City, date

Signature

1.19 FAQ

F.A.Q.

This section contains some frequently asked questions about the Install Kit. If you cannot find help for your problem here, please don't hesitate to contact me.

Q.: The game does install well, but crashes when I try to start it.

A.: Try some different boot/degrade modes in the Install2001 prefs

.
In the most cases the game requires more memory to start (2MB). To circumvent this problem set the boot mode to 'Reboot'. If it still doesn't work, please contact me.

Q.: The InstallKit says that it couldn't open guigfx/render.library although I've installed them.

A.: You're running OS2.04 or you got only an 68000. Those libraries need OS3.0 and 68020. Set the NOSTARTUPWIN tooltype to circumvent this problem.

Q.: The InstallKit GUI crashes.

A.: Contact me.

Q.: How can I register the InstallKit?

A.: Read
 this
 section about registration please.

Q.: What does F.A.Q. mean?

A.: Frequently asked questions.

Q.: I can't beat the dragon in Tomb Raider 2.

A.: ...

1.20 Tooltypes

Tooltypes

Normally, you don't have to change anything directly in the tooltypes, because everything can be configured in the Install Kit's GUI much more easily. However, here's a description of every tooltype, that is accepted by the Install Kit:

DRIVE=<your CD-ROM drive>

This tooltype allows you to determine the CD-ROM drive that the Install Kit use for installations. For example: DRIVE=CD1:

ICONSET=<STD|MWB|NIC>

This tooltype allows you to determine the icon set that the Install Kit shall use when creating icons for the installed games. Actually, three possible icon set are possible:

STD = Standard icons (4 colors)

MWB = MagicWB icons

NIC = NewIcons

For example: ICONSET=MWB

NOHDSPACECHECK

If you set this tooltype, the Install Kit won't check the free harddisk space on the target partition. This is useful if you want to install a game to a partition which is bigger than ~1.3 gigabyte. InstallKit will have errors then as it's limited to 16bit variables only. So if you have enough space on your harddisk and the InstallKit says you got not, set this tooltype.

NOSTARTUPWIN

If you set this tooltype, the Install Kit won't open the startup window. This is necessary if you want to use the Install Kit

on systems without at least a 68020 processor and OS3.0.
