

Miscellaneous . . .

1.
Can I play the network levels on my own?

Yes. See "Cheating: Starting at any level" above.

2.
Adding new Bob sounds

If you fill snd resources 1411-1414 in the Sounds file with your own sounds (you can do this with Apple's ResEdit), the Bobs will shout these new sounds at random. And as always, do not edit the original file!

3.
I died and can't continue!

Yes, you can: press the tab key (or whatever you have set as your action key).

4.
How can I make film other than level 1?

You have to start your game on the level you want to make the film of. This is done by holding the command and option keys down while pressing the Begin Game -button (see Cheating).

5.
Why can't I run in high-resolution, 256 colors or with textures OFF with my Quadra/LC/Performa 630?

Turning on Quadra 630 acceleration locks in low-res/thousands mode. The other options are grayed out. Turn off 630 acceleration to change them.

Thousands of colors mode automatically uses textures. You can only turn textures on and off in 256 color mode.

6.
Marathon on a 12" screen

(Note: see the Update to 1.1 section above. You might find it more useful than this)

This info supplied by Christopher Lishka (lishka@dxcern.cern.ch).

After trying a number of things (including searching through disassembled Marathon Demo CODE resources), I have found a fairly simple solution to get the Marathon Demo to work on computers with small screens. It might cost you some money in the long run, but at least it makes it possible.

Disclaimer: I do not endorse, condone, or even acknowledge ;-) this method. If your monitor or computer or little brother blows up because of this method, remember that you took the risks yourselves. I will not be held responsible for any damage caused by this method, nor do I recommend using this method.

OK, that being said, on to the description. I played the Marathon Demo for a few hours last night on the 640x400 LCD screen last night, and tried every level out. The Marathon Demo played quite well, although the lower 80 rows of pixels were missing (i.e. part of the radar and part of the ammo/weapons list were off-screen).

Here's how I did it:

1.

Go to your local info-mac mirror archive. In the "cfg" directory you will find a handy configuration utility named "mini-screen-171-demo.hqx". Download and expand this utility.

2.

Mini-Screen is a little (and pricey!) utility that seems to cause your Mac to report a different monitor size than it really has. Supposedly this is to allow you to use smaller virtual screens on a big monitor. The demo that is distributed has a built-in expiration date -- the real utility costs \$39.95 (ouch!), and the demo contains instructions on how to order it. Note that as distributed, Mini-Screen seems to have an expiration date well before 30-Nov-1994. I had to set the date back on my Mac to even try the demo out.

After you have unpacked mini-screen, install it according to instructions. Basically, put the mini-screen control panel in your Control Panels folder and reboot. (If mini-screen has already expired, then you will have to set your date back and reboot again to try it out.) When your machine is up again, run the mini-screen control panel and manually type in "480" for the vertical size of the monitor. (Note that the pop-up menu won't work for this purpose.) Reboot again to get mini-screen to take effect.

3.

The Marathon Demo should now run. HOWEVER, there is one more thing you will need to do if you want to be able to edit the keystrokes. Run ResEdit (standard ResEdit disclaimers apply here!) and find the dialog resource that

defines the layout for the keystroke edit screen. Open it. "Select All" and move all buttons up to the top of the screen. Close this when you are finished.

The reason you need this step is because the "OK" button which lets you get out of the keystroke edit screen in Marathon tends to go way off a 640x400 monitor, leaving now way to get out of the dialog. Fiddling with the resource as described above moves the button onto the screen (well, it does on my screen).

This is all I had to do to get Marathon up and running. Folks with monitors smaller than 640x400 may need to do additional fiddling to get everything to work. Note that I know of no way to actually reposition the screen elements in the normal game mode (i.e. the weapons/ammo list and the radar). If somebody knows of a way to do this, then please speak up.

Also, if you plan to use mini-screen, then it is politic to pay for it. Alternately, if somebody knows how to cook up a small init or control panel to cause a Mac to report a standard 640x480 screen, please let me know or write a quick init to do this and distribute it. I would do this myself, but I am not a Mac guru and do not know what to fiddle.

7.

Replays and network games (from Bungie)

Replays were really meant to be used with network games, and strange results sometimes occur when trying to do replays of single player games. This has not changed. The only way to record a single-player game is to choose the "Begin Game" option from the main menu; games restored from disk will *not* be recorded.

8.

The official Marathon WWW Page has been closed

Bungie has decided that they should invest their resources somewhere else. Nevertheless, there are other unofficial net pages. Try the Marathon Home Page (<http://www.amug.org/~marathon/spy/>) or The Marathon Spoiler Guide (<http://www.engin.umich.edu/labs/mel/mneylon/marathon/marathon.html>).

9.

Hint for PowerBook 500 series users

Since Marathon doesn't support 640x400, you can't run at Thousands on the 540c built-in display. You can use this limitation to your advantage to force

Marathon onto your external display (looks better than the built-in LCD). Go into the Monitors control panel, select options, then 640x400 mode, close the control panel, then open up Marathon and it will use the external display.

10.

Is there any way to change the difficulty of saved games?

No. Maybe this feature will be included in the cheating applications or level editors, but at the moment it is not know how to do this.

11.

Hints

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Switches can be activated with your fist, fusion pistol (turbo shot only, see Weapons: Fusion Pistol), or grenades.

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The terminals often contain maps of the levels

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For many technical problems, allocating more memory (up to 8000K) will help. If you can't get background music to play, if you can't get enough colors on screen, if your microphone ceases to work, allocate more memory (see Technical problems section)

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Optimize your keyboard layout (see Controls)

12.

Thanks & contributor list

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