

## **HACK ATTACK III UPDATE**

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> HACK ATTACK III UPDATE	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		August 5, 2022
		<i>SIGNATURE</i>

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>HACK ATTACK III UPDATE</b>	<b>1</b>
1.1	HACK ATTACK III UPDATE GUIDE . . . . .	1
1.2	What is Hack Attack III . . . . .	1
1.3	The hidden bit . . . . .	2
1.4	What is this Update Creator? . . . . .	2
1.5	Installing the new POKES . . . . .	3
1.6	Making your own POKES . . . . .	3
1.7	Known Bugs . . . . .	4
1.8	About the author . . . . .	5
1.9	Reach out and touch someone (oo-er) . . . . .	5
1.10	The Future . . . . .	6
1.11	My New POKES . . . . .	7
1.12	What is the ZXAM_RUN.REXX . . . . .	8
1.13	I'd like to thank..... . . . .	9
1.14	Replace docs. Converted to GUIDE . . . . .	10

---

## Chapter 1

# HACK ATTACK III UPDATE

### 1.1 HACK ATTACK III UPDATE GUIDE

Hack Attack III Update creator

Copyright 1996 Gerard Sweeney.

#### 1. Introduction

What is Hack Attack III?

What is this Update Creator?

What is this ZXAM\_RUN.REXX script?

What POKEs are supplied here?

#### 2. Instructions

How do you install the new POKEs?

How do you make your own POKE Guide files?

#### 3. General

Known bugs

About the author

Future ideas

Thanks to

### 1.2 What is Hack Attack III

---

So what is Hack Attack III then?

Hack Attack III was (or is) a huge POKE database containing multiface POKEs for over 1000 games.

It was written by Rastan in 1995-1996, and has an Amigaguide type interface where you simply select the game you want from an A-Z menu and you can see the POKEs on screen.

However, if used in conjunction with ZXAM, it would put the POKE into the game for you.

To be honest, this was its main use in life and the fact that you can use it as a straight forward POKE database for use with other emulators was a fortunate bonus.

I feel I should mention now that Hack Attack III was actually released as Rastan had used another similar POKE guide called ZXAMPOKEGUIDE by Richard Korber (sorry, I can't do accents with the font I use hehe).. However, he found he didn't like it very much because a lot of the POKEs hadn't been tested, and that it seemed that if there were to be any more updates, it would be the same big text file released again with the extra POKEs tacked on. So he created a "modular" design for his POKE Guide where the aim was to allow other people to release separate POKE update files which could be tacked on with a simple text editor.

The hidden bit

### 1.3 The hidden bit

There was a hidden bit in the original Hack Attack III. Rastan did say he was going to tell people what it was, but I never heard either way, so here it is...

If you load up ZXAM and go to Hack Attack III's directory, and go into the H directory, you will see a file HACK\_ATTACK\_2.GUIDE. You'll have to make sure ZXAM is looking for all file formats by putting \*.\* in the pattern box of the file requester. Load it, and you will get the unreleased Hack Attack II. Enjoy!

### 1.4 What is this Update Creator?

So what is this update creator then?

Basically it is an installation program which can be used with any future update files which will copy the new files to the correct directories in Hack Attack III, and will update the menus in the

---

main program to point to them.

I feel I should say that I only ever wanted to release these extra 100 POKES as separate text files, but I then had the bright idea of writing a small Install script which would copy them to the correct directories. This idea grew and grew until (I think) it can be used with ANY new POKE files which come out.

## 1.5 Installing the new POKES

So how do I install the POKES you have supplied then?

To install the 100 POKES supplied by me, just double click the icon, and follow the simple on-screen instructions.

For more instructions on how to use the script for your own POKE files, you should go

HERE

.

## 1.6 Making your own POKES

So how do I make up my own POKE files then?

First of all, you need to know the Multiface POKES for the games :-)

Then you should use a text editor to make up the individual POKE files. The best idea might be to copy one of the ones I have supplied, and change the parameters to suit.

It's probably a good idea if you stick to the same basic layout of the original.. If not for continuity, then as a mark of respect to Rastan for giving us this cool utility in the first place!

If you have any CD ROMs of Speccy games, then take a note of the filename and path, and tack it onto the top of the file in the same way as I have with most of these POKES. Most of the ones I've used are from Retro Gold, but you could use Speccy Sensations 2, 96 or 97.

Once you have made up a text file, give it a sensible filename which has the full game name if possible (the Amiga has the big advantage of being able to use long filenames, so let's use it eh? None of this 8.3 filename crap please.. That'll lead to problems with future updates with something like VINDICAT could be Vindcator or Vindicators which are two completely different games!

Anyway, make up the file, and copy it to an appropriate directory based on the first letter of the game's name (eg Dizzy would go to the D directory, and so on)..

Next you have to make up the menu which will point to these new POKES. The simplest way to do this is to have a look at the ones I used for my update POKES.. They are in the TEMP directory, and all have .TXT as a filename. It would be best if you copied this, so that your new POKE menus will be the same size and position as the original POKE menu items (unless you HAVE to alter it.. Rastan made some of the original menu items quite small)...

One thing about the MENU texts, DO NOT add anything like @ENDNODE or @NODE, or any such thing.. This is all taken care of by the install script!

Also, they MUST be saved with the format LETTER.TXT, so the menu for the "A" POKES would be called A.TXT, the menu for "B" would be B.TXT and so on...

OK... You should then move the POKE MENUS to a directory TEMP, and the POKES (in their A-Z subdirectories into a menu called FILES).

Then edit the INSTALL script, and look for the VARIABLES section. You should see several variables that you can change to match your own details such as AUTHOR and DATE.

So, once you've finished you should have something like this...

[ROOT DIRECTORY]

POKES\_UPDATE (Main prog)  
POKES\_UPDATE.info (Main prog icon)  
README.TXT (or something.. Your own text)

FILES (DIRECTORY)  
With directories A-Z which have the POKES in them.

TEMP (DIRECTORY)  
Which have the MENUS in them, all called A.TXT, B.TXT, C.TXT.... NUM.TXT

And that should basically be that.

## 1.7 Known Bugs

Any bugs in this then?

Well, I'm only human. I'm also NOT a very good programmer, as you will be able to tell if you try and follow the way this script works. Lots of variables passed all over the place, sloppy layout etc etc..

However, that aside it does seem to work OK... The only bug I've found so far is that if you are installing a POKE which has the same name as an existing POKE, it will overwrite the old one, so a good idea might be to call your pokes something which is unlikely to be used elsewhere. An example might be (for me) HA-DIZZY.GUIDE, or GERARD-DIZZY.GUIDE. Something like that.

---

I haven't done it for this batch of POKES because I know I'm the only one who has written an update batch for Hack Attack III (shame on you all!!!!!!), so any overwrites are 100% intentional, such as a few POKES which Rastan wasn't able to test for the original Hack Attack III which I have, and have either corrected a mistake or added to.

The only other thing I can think of is that if you make up an assign for this which is being used by something else, you could get hassles. This isn't my fault, and there's no easy way of getting round this. If you find you've made up a "double assign", just edit the file S:USER-STARTUP, and correct your mistake.

If you find any bugs,  
    let me know  
    .

## 1.8 About the author

So who are you then?

Well, if you didn't read the intro menu bit very well, my name is Gerard Sweeney :-)

I was (still am) slightly well known (sort of) by people who read the Practical POKES column in YOUR SINCLAIR under the jokey pseudonym of HACKERS ANONYMOUS. The joke being that we included our names :-)

The irony is that there only really was one hacked in Hackers Anonymous, and that was me... The others who were listed were friends. So, in order of mentions.... Matt Lynch, who showed me how to hack a multiface POKE out of one game (Rick Dangerous)... Jamie Murray (who actually owned an Amstrad), who came up with the name. And last, but by no means least, Raymond Russell, a Z80 coder from my HND Computing class at Bell College in Hamilton who coded the two front ends for the two original Hack Attacks (the first of which was published in YS, the 2nd of which was meant to be, but YS went out of print that month)..

And in case anyone is particularly observant, Hack Attack III got its name as Rastan got in contact with me one time, and asked if he could name his (then) new POKE guide after my previous efforts.

I'm currently working as a trainee computer technician for the University of Glasgow, and will be there until April 1998 at least (at which point my contract will either be renewed or I'll be on the dole again)...

You can get in contact with me by clicking [HERE](#)...

## 1.9 Reach out and touch someone (oo-er)

---



How to get in touch with me

You can get in touch in any of these ways....

\* E-Mail

G.Sweeney@arts.gla.ac.uk

(This was originally GSS@arts.gla.ac.uk, which still works)

\* Snail Mail

Gerard Sweeney  
34 Garngour Road  
Lesmahagow  
Lanarkshire  
Scotland  
ML11 0EU

(I'm a bit lazy, so don't expect a next-day reply, but you WILL get one)

Umm, that's about it really as I don't phone BBS much these days as I basically don't have the time.. Sorry to all you Sysops out there!

Cheers,  
Gerard Sweeney

## 1.10 The Future

So what does the future hold?

To be honest, I don't know. I will continue to support the Amiga and Speccy as I think they are simply the two finest machines I have used.

I may try and update the INSTALL script a little bit to get round the problem of POKEs being overwritten.

I may also try and update it to support other "launchers".. I only use ToolsDaemon, so that's why it was supported here, but if I find any launchers which have a "text based" config file, then I may update it.

Basically, if you can think of anything you'd like to see on the Speccy-Amiga side, let me know,,, I am NOT a programmer, but if you think it could be done in AREXX or INSTALLER,  
get in touch  
.

---

I also scan, and make Klondike cardsets, convert Speccy loading screens to IFF/GIF formats, and any other hobbies/projects which enter my diseased mind :-)

## 1.11 My New POKEs

1985

A Day In The Life Of Clive  
A Team, The  
A Whole New Ball Game  
Aliquid Simplex  
Arkos  
Asterix & The Magic Cauldron  
Ball Crazy  
Barmy Burgers  
Bear Bovver  
Birdy  
Bite The Dust  
Byte Bitten  
Captain Trueno  
Catchy  
Chopper Mission  
Cobra Force  
Collision Course  
Cop Out  
Cyber Rats  
Cybertanks  
Death Star Interceptor  
Deja Vu  
Delta Charge  
Desert Burner  
Die Alien Slime  
Dimension Destructors  
Firebird  
Frank 'n' Stein  
Frenzy  
Galactic Gunners  
Galactic Troopers  
Galactians  
Glug Glug  
Gnasher  
Gnoni  
Gonzalezzzzz  
Haunted Hedges  
Hypsys  
Invaders (DK Tronics)  
Invasion Of The Body Snatchas  
Iron Soldier  
Jason's Gem  
Lifeline  
Lode Runner  
Lunar Crater  
Maze Chase  
Meganova 1

---

Meteor Storm  
Mig Buster  
Mission91  
Mister Freeze  
Morris & The Bikers  
Mothership  
Mr Wong's Loopy Laundry  
Ms. Pacman  
Nifty Lifty  
Nightmare  
Odd Ball  
Oh Mummy!  
Panama Joe  
Paris To Dakar  
Penny  
Pipeline  
Pi-In 'Ere Somewhere  
Psycho City  
Push Off  
Pyramania  
Pytron  
Rapede  
Rapid Fire  
Reveal  
Robo Rumpus  
Rupert & the Ice Castle  
Scrizam  
Shuriken  
Smashout  
Smudge & The Moonees  
Son Of Blagger  
Space7  
Spectres  
Speed Duel  
Tales Of The Arabian Nights  
Task Force  
Test Drive II  
Thingy & The Doodahs  
Thor  
Tiler  
Tower Of Evil  
Transversion  
Trom  
Ugh!  
Ulises  
Ultimate Warrior  
Xavior  
Yie-Ar Kung Fu II  
Zhak  
Zombies

## 1.12 What is the ZXAM\_RUN.REXX

So what is ZXAM\_RUN.REXX?

---

Put simply it's an AREXX script which will allow you to load a snapshot into ZXAM.

The original version of this was supplied with ZXAM 2.0b, but I found I had problems with it, and released an updated version a while back. This version succeeds it.

When you run it for the first time, a prompt will come up asking you to point to the emulator you wish to use (one of the ZXAMs, such as AGA, normal etc etc). It will then create a file in S: which is called ZXAMLOCATION which you can either rename, delete or edit if you ever change your mind about the emulator to be run.

To use it you can then type one of the following...

```
RX REXX:ZXAM_RUN.REXX [snapshot][run flag]
```

Note...

```
[snapshot] is the FULL PATH of the required snapshot
[run flag] determines whether you want the game to run as soon as it is
            loaded. Put N (note it can be upper or lower case) if you don't
            want it to autorun, and leave it blank (or put any other letter)
            if you do want it to autorun.
```

You would normally use autorun off if you were using the script in a POKE guide where you wanted a button which would load the game.

If you don't enter a snapshot name, a prompt will come up asking you if you want to put one in yourself. Say yes if you do and a file requester will come up.

If you enter an incorrect filename, a prompt will come up telling you it couldn't be found, and will ask if you want to pick one yourself. Say yes if you do and a file requester will come up.

And that is basically how you use the script. Simple eh? :-)

I should say right now that in order for this script to be possible I had to use the brilliant (and easy to use) RexxArpLib.library, written by W.G.J. Langeveld.... THANKS!!!

## 1.13 I'd like to thank.....

My sincerest thanks go to

Sir Clive Sinclair .. For inventing the single greatest machine, which shaped my life!

The YS Staff ..... Linda Barker, Jon Pillar, Jon North, Steve Anderson, Andy Hutchinson, Andy Ounsted, Chris Wood, Craig Broadbent,

---

Leigh Loveday (now working for Ultimate aka RARE heheh),  
 David "Macca" McCandless, Duncan MacDonald, Jonathan Davies,  
 Marcus Berkmann, Phil South, Rachael Smith, Rich Pelley,  
 Simon Goodwin, Steve Anderson, Stuart Campbell, Tamara Ward,  
 Teresa Maughan, Tim Hartnell, Tony Worrall, ZZKJ

(Also anyone I forgot.. For a more complete list, look at ←  
 the  
 last page of the last ever YS - which I know you will have  
 kept in pristine condition!)

Toni Pomar ..... Author of THE speccy emulator for the Amiga....  
 Any sign of a 128K version Toni??

Rastan ..... Author of Hack Attack III, and the 10 rather good  
 Speccy Klondike cardsets

W.G.J. Langeveld .... Author of RexxArpLib.library, which I used....

DETLEF ..... Author of the rather excellent and easy to use

REPLACE  
 utility. Cheers!!

All the guys/gals on  
 comp.sys.sinclair .. Thanks to all of you who have mailed me! It's nice to be  
 remembered..... ESPECIALLY to Blood and Steven "Stevo"  
 Smith for their support during my non-posting times. Also  
 to all of the people who helped me with my enquiries about  
 my Sinclair TV - THANKS!!!!

The NVG FTP guys .... For THE ultimate speccy collection!

Robin Evans ..... Author of the invaluable Arexx guide - Thanks for the  
 advice mate!

IBM/Microsoft et al . For helping me REALLY appreciate the Amiga... Working on  
 those damn boxes all day makes me SO glad to be back on a  
 friendly machine!

Amiga developers .... I'd like to thank each and every single person who still  
 produces for the Amiga, whether it be hardware or software. ←  
 We  
 need people like you to keep the spirit alive! Don't let it ←  
 be  
 like the Speccy where almost everyone turned to a bigger ( ←  
 not  
 always better) computer/console, only to realise a few years  
 down the road just how good it really was!

## 1.14 Replace docs. Converted to GUIDE

Information for 'Replace'

Need's dos.library V37 or better !!

\*\*\*\*\*

I do not take any responsibility for what you do with this program.

\*\*\*\*\*

Replace is a Programm, to replace ASCII-Text in File's with other ASCII-Text's.

Replace [D] "Path/Filepattern" "Target-Dir/" "Old\_Text" "New\_Text"

[D] When Present, the File's, which were Changed and Save'd to the Target-Dir, will be deleted.

Does anybody really has any Question's to the other Parameter ??

\*\*\*\*\*

Foosle-Installation:

-Create/Change the Path-Names in the DOS-Scripts

-With FzI-System: Insert the Path- and Filenames of the Script's in front of the Name of the Arc'er.

This Programm ist Mailware. Please write a short Mail.

\*\*\*\*\*

By By .....

..... Detlef

FIDO : 2:241/78.18

---