<<<<<<<<<<<<USE WORD-WRAP FOR BEST VIEWING RESULTS>>>>>>>>>>>>>>>>

THE CROW CALLS
(The further adventures of Kyle Katarn)
The official newsletter of the AOL Dark Forces Club

Issue #2: A new beginning
November/December

Compiled by Richard Snodgrass
(DfMaverick@aol.com)

Welcome back to the new Crow Calls magazine. The point of the first Crow Calls was to let people know what was out there and where to find it. There will still be a section for those to see what new levels are out but in a lesser format than issue #1. The magazine has changed formats to work with the new Wordpad for WIN '95. A text version of this will be put together for those who have not upgraded to WIN '95 yet. The magazine will include sections covering not only the playing of Dark Forces, but it will also include areas for .wax/.fme/.voc editing tips and DFUSE info and editing tips. A new section for questions to the editor will be added...there are none as of yet, so if you have a good question, e-mail me and I'll try to answer as many as I can in the next newsletter. Happy gaming! :)   -Rich(editor)

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Dark Forces Club News
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NEWS: CLUB POSTINGS

Item #1

DARK FORCES CHAT
When: Every Tuesday Night
Time: 10pm EST

9pm   CST
 7pm   PST
Where: Private Room > Dark Forces
What: Discuss Dark Forces, level making, shoot the breeze, etc.

Item #2

MINI LEVEL
I am sorry, due to the work put in on Bespin and other matters, no mini level was created for this issue of Crow Calls. Instead, a preview of Tantive IV has been added to make up for this. The object is to locate the death star plans in the preview. Volunteers for Mini-level makers are available. Next issue.... I promise there will be an original mini-level.

Item #3

COMMENTS AND SUGGESTIONS
These are encouraged to make this a better and more represented magazine. What did you like or not. Ideas? What would you like to see in it. More on level making? E-mail comments and suggestions to DfMaverick@aol.com

Item #4

DARK FORCES 2 RUMORS
In the Dark Forces newsgroup, haloinfini@aol.com(HaloInfini)wrote:

Supposedly (THIS IS ONLY A RUMOR!!!) DF2 will be a prequel and will chronicle Kyle's defection from the Empire and escape to the Rebels, You actually do the first missions for the empire but decide to defect in a cut-scene, you contact the Rebels and ask for asylum, you then have to steal a proto-type TIE fighter and fly to a secret rebel base. The Empire chases you there and you must defend the base while the rebels evacuate. Then, you have to do more missions to prove yourself to the Rebels. Then you get more valuable missions. Also rumored, Han Solo cameo and a battle on a World-Eater.........

Don't take this to heart folks. Sure it is only a rumor and just that, a rumor. The only thing that is known for sure about DF2 is that it will involve a new Jedi engine. This information came out from Justin Chin(co-creator of DF) in an interview in which he discussed his future projects after Dark Forces when Dark Forces just came out. No knowledge of whether the engine will allow for mid-mission saves, modem and network

capabilities, etc.

I e-mailed the other co-creator of DF, Daron Stinnett, about Dark Forces 2. He responded by writing:

Subj: RE: Dark Forces 2
Date: 95-10-17 12:28:17 EDT

Unfortunately, I can't tell you anything. I can't even tell you if we are working on DF2. The company is very secretive about all products that are (or are not) in development. But thanks for the mail. BTW: I am currently looking for level designers.

What can we take from this? Well, he is looking for level designers. This could mean that DF2 is in the works or just another 3-D, first person perspective game from LA. If you really want to see something there, he does say projects that are in development, but he did add (or are not). You decide.

Item #5

LUCASARTS JOB OPPORTUNITY
As Daron Stinnett of LucasArts mentioned above, he is looking for level designers. He wrote:

BTW: I am currently looking for level designers. I am seeking persons with level design experience for either Doom or DF who would be interested in a full time position here at LucasArts. Perhaps you could pass the word on. If you or anyone you know would like to apply, have them mail me their
favorite single player level for evaluation.

Thanks,
- Daron
darons@lucasarts.com (Daron Stinnett)

Can everyone say Dream Job?

DARK FORCES TIMELINE

DARK FORCES TIMELINE
This is a timeline representing the missions of Kyle Katarn in relation to the Star Wars universe. Missions will be added to the timeline as they are reviewed in this mag. If someone created a level and it is misrepresented in this timeline, please let me know.

YEAR   TYPE   MISSION
-18   AddOn   Siege at Alderaan (NEW)

-2   AddOn   Dark Prelude (NEW)

-1.5   AddOn   Invasion (NEW)

-.3   AddOn   Operation: Deathstar

-.25   AddOn   Escape From Secbase II

-.23   AddOn   Ravager Outpost

-.2   AddOn   Secbase Revisited

-.1   DF   Prologue Mission I: The Death Star Plans:Operation
        Skyhook: Phase 2

0   --------   A NEW HOPE

0   AddOn   Star Base

.1   DF   Mission II: After the Massacre

.1   DF   Mission III: The Subterranean Hideout

.1   DF   Mission IV: Imperial Weapons Research Facility

Well, there it is. There are a few continuity conflicts that I would like to clear up and point out something to level makers for continuity's sake.

Death Star Plans

Kyle began his "Obsession" with the Death Star plans in Operation: Death Star. Captured while initially attempting to steal them, he was thrown into a detention cell. One day after an imperial commando forgot to lock his cell door after lunch, he escaped, stole the plans, and left for Secbase II to get his ship. After retrieving the Crow, Kyle ran into Boba Fett and was brought to die at Ravager Outpost. Managing to escape and retrieve the plans, Kyle once again ran into unforeseen circumstances and lost the plans. Kyle journeyed to Secbase Revisited and re-retrieved the plans. Again, Kyle lost the plans again and went to the Empire's original secret base and re-re-retrieved the Death Star Plans and eventually got them to the Alliance. Those are some slippery plans to hang on to.

Boba Fett

The man who no matter how hard you try...you can't kill him. Kyle's first run in is still untold. Boba jumped Kyle on his way back to deliver the plans from the Death Star. Fett dropped Kyle and the plans off at Ravager Outpost. Enthused after he defeated Fett in Coruscant, Kyle was shocked when news reached him that Fett was alive and well on Tatooine. Kyle held a grudge and gladly took the Operation: Tatooine mission if it meant a chance of running into Fett. Believing he had done away with his nemesis next to Slave I, Kyle returned the stolen data tapes and saved countless Rebel sympathizers. Fett once again turned up alive, Kyle was given the job of terminating Fett on Sullust. Accomplishing the mission, Kyle took a deep breath of relief.
It was some time around the destruction of the Second Death Star that Kyle heard that Fett was still alive. This guy has more lives than a Ranat.

At the same time, Kyle heard that Fett was knocked into the almighty Sarlacc. No one escapes death there. Kyle goes on believing that he will see Fett no longer.

Superstition about Ranats...they have nine lives. FOUR down, FIVE to go.

Dark Troopers

For continuity sake, Dark Troopers were unknown to Kyle until Mission 2: Talay. Dark Troopers should not exist before original Dark Force levels. Despite this continuity conflict, I know it's not going to stop anyone from using them...so disregard this notice unless we can make some rules to these levels. Another future continuity problem is that there are to be no missions during the original levels from .1 to .5 since this was one long continuing mission for Kyle.

Not included in timeline: Escape from Mos Eisley
                 Imperial Residence

TOP TEN LIST

Dark Forces Add-ons Top Ten List
(as voted by members of the AOL DF Club)

Rank	Level Name	Author	Points	Last Rank
1.	Operation Deathstar	Don Sielke	51 (2)	3
2.	TIE Defender Base	Paul Nemesh	50 (2)	1
3.	Reclaiming Bespin	Jason Burton	48 (2)	@
4.	Nitehawk	Richard Gold	45	@

5. Secbase Revisited   Yves Borckmans &   28 (1)   2
        Serge Debroeyer

6. Dark Prelude   Randy Greene   26 (1)   @

7. Power Station Zeta   Rick Schmidt   20   @

8. Operation Tatooine   Don Sielke   18   5

9. Siege at Alderaan   Jason Burton   15   @

(tie)10.   Operation Just Cause   Matthew Neuman   10   @

(tie)10.   Terminate Boba Fett   Richard Gold   10   6

Others Receiving Votes: Ravager Outpost 4, Escape From Hoth 4, Danuta 1, Invasion 1
8 Voters took part.

The Top Ten list is a compilation of members ranking their 10 favorite addons. The totals are based on a point system and put together into this final top ten list. (#) denotes first place votes. @ denotes new to list.

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*******GAMEPLAY*********
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****AVAILABLE ADDONS****

AVAILABLE ADDONS: DARK FORCES HOME-BREWED LEVELS

All add-ons can be reached through AOL at the following places:
1)   "keyword" SF > Star Wars > Star Wars Software Library > Star Wars   Software Library
2)   "keyword" PC GAMES > Software library > Commercial Add-ons > Other 3D   Game Add-ons
3)   "keyword" FTP > ftp.wpi.edu >starwars > computer_games > darkforces >   levels
4)   WWW > http://www.best.com/~dalton/DarkForces/

Reclaiming Bespin (Created by Jason Burton)

One of the key smuggler routes used by the remnants of the Empire is the Anoat System, mainly Bespin and Cloud City! In transit to Ord Pardron's New Republic detention facility, General Crix Madine and his cargo, Moff Rebus, are pulled out of hyperspace in the Anoat System by two Imperial Interdictors and a Victory Class Star Destroyer. Madine and Rebus are taken, and the crew of the shuttle is executed. Two escort B-wings manage to break for safety and have recently arrived on Coruscant with news of the hi-jack. With the fleet engaged across the galaxy, the New Republic calls upon the skills of Kyle Katarn and Jan Orrs. Sent to rescue Madine and capture the fugitive Moff, Kyle and Jan make their way to the now Imperial and smuggler held city in the clouds...just as the Empire prepares Madine for Carbon-Freeze............
1) Secure Moff Rebus
2) Rescue General Madine
3) Find information on supply lines through Cloud City
4) Deal with any opposition

Operation Nitehawk (Created by Richard Gold)

After months of interrogation, Moff Rebus, the Imperial Weapons Specialist, has finally revealed the location of several Imperial Weapons Production Facilities. Two X-Wings from the Nitehawks Squadron were dispatched to verify the location of one of the facilities on the Planet Dalron 5. On approach to Dalron 5 the X-Wings were ambushed by a group of Pirates believed to be working for the Imperial Base Commander. One of the X-Wings managed to escape after taking out several pirate fighters, but the other X-Wing sustained engine damage and was forced to land on the Planet's surface. The Pilot was executed after an unsuccessful attempt to elude capture. (He left his com-link on and the entire ordeal was recorded).
1) Locate and secure the stolen X-Wing, so that we may launch a recovery operation.
2) Infiltrate and destroy the Weapons Production Facility by placing a sequencer charge in the main reactor housing.
3) Return to the drop area for extraction.
The Weapons Production Facility will be heavily defended. There may also be a significant Pirate presence. Extreme caution is advised. Rebel scouts have placed supply caches along the route to the facility. Use them wisely.
Good luck Commander. May the Force be with you.

Operation Just Cause (Created by Matthew E. Neuman)

Infiltrate and destroy an Imperial Research Station that is being used to conduct Cyborg research on humans.

Operation Retrieve **Corellian Detention Center**
(Created by Istvan Galambos)

Your Imperial spy Crix Madine has been captured and sent to an Imperial Detention Center on a Correlian Moon. Apart from being a Detention Center many old rebel craft are also kept here. BEWARE Boba Fett makes many stops at this Prison.
1) Rescue Crix Madine
2) Steal an X-Wing to leave

Power Station Zeta (Created by Rick Schmidt)

The Rebel High Command has learned that the DARK TROOPERS are powered by a small yet powerful energy chip. This chip is manufactured at an unknown location. However, the chips are energized at a secret facility , code named:
        POWER STATION ZETA.
The destruction of this facility would set back the production of DARK TROOPERS and give the Rebel spy network some more time to locate the chip manufacturing plant. This seems to be the only way to slow down the destruction and terror that these new weapons of the Empire are causing.
1) You must find your way into the facility and plant sequence charges in the three main reactors.
2) Find a way out of the station and get back to the Drop Zone. Good luck !

Imperial Residence -updated version 1a (Created by Agustin Leon)

You were working late at night on your very own level of Dark Forces. Suddenly, after setting some flags on the starting sector to values that have never been documented, you are blinded by an intense light. When you recover your senses, you find yourself in your room again. Wait... your computer is on the desk, but this is not your room... This is not even your house! The Jedi Engine has sucked you into the game of Dark Forces where your home has become an Imperial Residence! You know what to do... You remember your dog barking on the garden, and you shiver only imagining the interpretation the game has assigned to it...
1) Locate Death Star plans.

Invasion (Created by Jason Muhs)

In the middle of a barren planet know as Ancestor 10, an Imperial devolpment went on unnoticed to the Rebel Alliance. The Imperial Army, with close help from an unknown Smuggler source was able to keep the base building under wraps for over 3 years. But, now, the base has risen to a new height of power in the development of a new era trooper known as the Dark Trooper. With the army of the new troop, the Imperial Army was known as the superior force in the wide galaxy. A rebel ship on a routine cargo shipping mission was mistaken for an Imperial Transport Cargo Carrier and led back to Ancestor 10, to the base itself. The base which had thrived on Imperial wealth and power for more than 3 years. With the information, the veteran pilot was able to escape back to the rebel base with the vital location of the Imperial Base. Using this information, rebel leaders and pilots alike made a plan to attack the base. The day before the plan was carried out, a young Imperial soldier known to his troops as Captain Kyle Katan, rushed upon the rebel base and took it to the ground. The Imperial soldiers had crushed the base in 2 days of fighting. Kyle returned to his base at Ancestor 10 for report of his battle, but was shocked to discover a Rebel Regiment from Tatooine had taken control of the base. He was taken prisoner and soon was put on a rebel trial with charges of siege and destruction of a Rebel Installation. Kyle was charged guilty and sentenced to work in the Rebel droid manufacturing base on Endor. He did his work good, and thus was allowed to be set free for a short amount of time. He was with his parole officer in a musty bar on Enciree, when the place was sieged by Imperial Troops. The troops, unable to reconize Kyle, shot him in the back. The Soldiers left after they had plundered the bar. Kyle, from that day forth decided to vow revenge on those careless Imperial troopers. He realized he should fight for the Alliance and not the Imperial Clan. Within a week, Kyle was a member of an elite rebel squad. He decided his first mission was to invade his old base at Ancestor 10. That day he set off in his ship, alone. Alone to face old anger and confusion. He was going to steal those plans he destroyed in a pointless attack. He had to undo what he had done. Since he had destroyed the only Rebel copy of those plans, he vowed to get another. He had to do it. He had to.
1) Steal the plans

Dark Prelude (Created by Randy Greene)

You've just received word that a Jan Ors, a friend, has been arrested as a rebel spy. You've been toying with the idea of "retiring" from the imperial army; this decides it. You're going over the wall and you're taking Jan with you. You learn that Jan is being held at an imperial base on Davan.
1) Rescue Jan Orrs and get out.

Operation: Evasive Action (Created by Andrew Emmons)

"An entire legion of my best troops await them..." In 'The Return of the Jedi", the Emperor was refering to a squad of Dark Troopers. They were waiting on the Death Star, ready to launch when news of trouble came from Endor. As Kyle, you are assigned to infiltrate the Death Star and eliminate the Dark Troopers before they launch and destroy whatever hope the rebellion has of defeating the Emporer.

Siege at Alderaan (Created by Jason Burton)

Kyle Katarn, a bright young Imperial officer, has just received his first position at an Alderaanian ore processing plant. Kyle, having been bombarded with Imperial propaganda for the past 6 years has decided to defect from the Empire. Just as Kyle decides this, President Palpatine declares himself Emperor, and an Imperial delegation arrives on Alderaan to oversee the development of metals for a new fighter. Kyle knows that this information would be invaluable to Rebel factions and decides it could give him the cashflow he will desperately need.

Escape From Mos Eisley[Mini-level] (Created by Richard Snodgrass)

You are HAN SOLO!!!! While in Mos Eisley Spaceport, you leave the Falcon in docking bay 94 to go to the Red Moon Saloon. Sitting in a booth, stormtroopers and bounty hunters walk in. You are a wanted man.
1) Fight back to the Falcon and ESCAPE FROM MOS EISLEY.

FOR DESCRIPTIONS OF THESE LEVELS, SEE CROW CALLS #1

-Escape From Hoth (Created by Richard Gold)

-Terminate Boba Fett (Created by Richard Gold)

-TIE Defender Base (Created by Paul Nemesh)

-Secbase Revisited (Created by Yves Borckmans and Serge Debroeyer)

-Don Sielke's Trilogy   -Operation Death Star
              -Secbase II
              -Operation Tatooine

-Ravager Outpost (Created by Rick Schmidt)

-Star Base (Created by Sean Baker)

MODIFIED LEVELS

-Authoritative Conflict (Michael Moss)

-Modified level of Ramsees Hed. New objects and enemies.

-Rescue on Endor (Darrin Baker)

-Modified level of Secbase. New objects and enemies.

-Jabba's Ship's Revenge (Richard Gold)

-Modified level of Jabba's Ship. New objects and enemies.

-Danuta (Jason Terhune)

-Modified level of Secbase. New objects and enemies.

****CHEAT CODES****

CHEAT & MISSION CODES

LABUG

!nsect Mode Toggle. Decreases the size of the player(Kyle). It allows you to fit through small openings and crawl into tiny spaces. -"Hey look I'm a bed bug!"

LACDS

Map Toggle. Type it once to get a full detailed map. All enemies and objects are displayed on the map. Typing it again and it changes the color of any ledges and steps to a darker green. Type once again and you turn it off. -"Wow, do I have some Intelligence Agency!"

LADATA

Coordinate Toggle. A big plus if you are level making. Gives you your location in the game. Most are measurements in feet.
Listed are:

X = East/West position; increases from West to East
Y = Altitude
Z = North/South position; increases from South to North
H = Height of Kyle
S = % of secrets found
-"Geometry? Yikes!!!!!!!!!!!!!!!!!!!!!!!"

LAIMLAME

Full Invincibility Toggle. The name of the code speaks for itself. If you have to type this one in, you are saying, "I'M LAME!" You cannot be hurt in this mode and shots bounce off you. -You Creampuff!"

LAMAXOUT

Your inventory will be maxed out with this code. All weapons loaded to the maximum allowance. Happy hunting. Keys, codes, etc. will also be added. -"Arnold...I have more stuff than your movies!"

LANTFH

Teleport to the center of the map.urrent map position. Hit <Tab> for the map. Hold down the <~> key and use the arrow keys to move the map, without moving yourself. You may also hit the < or > key to change the level of your destination. Type LANTFH, and you'll will be teleported to the location of the red dot on that level. If you press <Alt>-<Tab> to turn on *all* layers, you'll be teleported to the top layer.
-"Beam me up Scottie!"

LAPOGO

Height Check Toggle. When there is a ledge above that is too high to jump up to, use this code. Typ it in, walk up to the wall with the ledge above and you are pogoed(Is that a word?) to the ledge.
-"Able to leap tall buildings in a single bound!"

LAPOSTAL

All weapons at your disposal. -"Those Postal employees must be part-time mercenaries!"

LARANDY

Weapon Supercharge for 50 sec. -"Double your pleasure, double your fun!"

LAREDLITE

Enemy Freeze Toggle. You remember the game...Red light.....Green Light...guess what? Same thing. Shoot the enemies and nothing happens until you type in the code and get back to normal play.
-"RED Light! I saw you move, go back to the start......Did not, did not, liar!"

LASKIP

Skips current level and shows it as complete. Proceeds to next mission. -"This level was too tough!" :(

LAUNLOCK

Gives you all the keys, code cards, broken Dark Trooper gun, the Phrik metal,
data tape, ice cleats, IR goggles in your inventory. -"What's the point in playing!"

MISSION CODES

To skip the level you're on and goto another, type in the corresponding Code.

LASECBASE   Secret Base

LATALAY   Talay: Tak Base

LASEWERS   Anoat City

LATESTBASE   Imperial Weapons Research Facility

LAGROMAS   Gromas Mines

LADTENTION   Imperial Detention Center

LARAMSHED   Ramsees Hed Docking Port

LAROBOTICS   Robotics Construction Facility

LANARSHADA   Nar Shaddaa

LAJABSHIP   Jabba's Ship

LAIMPCITY   Imperial City

LAFUELSTAT   Fuel Station

LAEXECUTOR   The Executor

LAARC   The Arc Hammer

****LEVEL HELP****

THE DETENTION LEVEL

 So, you've been playing Dark Forces for a little while now and you get to the Detention Level. You play it for awhile but keep getting stuck. You

think you've gone through the entire level...but no Crix. Well this is probably the problem you are having:

  There are two elevators in the Detention Level. They only share one floor(the basement). On the top floor, there is a door behind the elevator that indicates you need the RED key to open. So, you go through the entire Detention Level and find the key. You open the door and jump into the shaft. There is a door down there. You open the door to find a wall, and you're stuck. Well, this is no wall; it is the elevator in the elevator shaft. Behind you is a diagram. This is the way through the elevator shaft.

  The solution is to send the elevators to certain floors. Take the main elevator to the basement floor. Go to the secondary elevator and make sure it is on the basement floor. Go back to the main elevator and take it up to the top floor. Get out and send it down one floor. Now go back to the RED key door and jump in the shaft and try the door now. If you did it right, you should find your way to the trash compactor. The rest is up to you.

Happy gaming :)

****WEAPON PATCHES****

WEAPON PATCHES FOR DARK FORCES

This is a new section for weapon patches made for Dark Forces. There aren't that many thus far so this may be the last of this section for awhile. NOTE: patches only replace the way the weapon may look and sound. Don't expect a lightsaber to cut a guy in half, it still has only the power of the fists.

Lightsaber
by(Tom1Lin2@aol.com)

FILE= saber.zip

WHAT'S IN IT: A green lightsaber that replaces your fists as a weapon.

Lightsabre
by(starwarsii@aol.com)

FILE= sabre.exe

WHAT'S IN IT: A lightsaber that replaces your fists as a weapon.

BFG
by Lane Ferguson

FILE=bfg.exe

WHAT'S IN IT: The BFG(Big $#!@%*! Gun) weapon from DOOM. Replaces the Concussion Rifle.

Boba Fett
by Rob Porter (ROBA FETT@aol.com, VADER79658)

FILE = boba13.zip

WHAT'S IN IT: 1.   WRIST LASER-replaces the bryar pistol(weapon #2)

   2.   FLAME THROWER/ROCKET DART GAUNTLET
        replaces the assault cannon(weapon #?)

   3.   SOUNDS

      A)   BOBA CRINGE IN PAIN
          as your shields go, Boba cringes

      B)   JETPACK
          when you jump, the darn thing conks out

    C)   CHUCKLES
       Boba chuckles when changing weapons

  4.   ITEMS

    A)   KEYS
      different colors

    B)   BOBA's VISOR
      replaces the goggles

Light(sabre)
by Dan Shay(DanShay@aol.com)

FILE = light.zip

WHAT'S IN IT: A lightsabre that replaces your fists as a weapon.

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****DARK FORCES EDITING****
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****WDFUSE COMING SOON****

The following is an excerpt from Yves Borckmans, creator of Dfuse, to Len Bowers found at the newsgoup alt.games.dark-forces, dated 9-6-95.
Yves discusses WDFUSE and some other aspects of the current version of Dfuse.

HOT

By the way, this will be a Windows complete rewrite of DFUSE and will be called WDFUSE (no ? how original !). The first release is scheduled for somewhere at end of september/beginning of october. I've
been working on it for a month and a half for now, and it will include :

1) a map editor similar to DFUSE, with the same hotkeys, BUT with menus and buttons and the like. It will also handle 'projects' in separate directories instead of being limited to a single level at a time.

2) a specialized INF editor, able to produce quick elevators/triggers skeletons, with sector picklists and the like. That one is organized as list of items, and allow you to edit each item individually, and to change
the items order (drag&drop). A few hot keys have been included such as Ctrl+N typing "next_stop" for you.

3) a dual lists GOB file manager, where you're able to drag & drop files from GOB to file system and the reverse very quickly.

4) a general purpose viewer/listener able to get data from the GOBS Status is 1. 40%, 2. 99%, 3. 99%,
4. 20% (BM only for now), so you see there is still work to do there. The 99% are in fact finished, but I still don't know if I'll link them with the mapper or not. Doing it would reduce the size, but a bug correction would force to redownload all. I also need to rewrite the docs, and the df_specs, and if possible make them into a Windows help.

Why the change to Windows ? Well, Windows95 now allows you to switch between WDFUSE and a running Dark Forces, this is fantastic ! And if going to Windows, let's have a native program :) By the way, WDFUSE is written in DELPHI, which is a compiled language, so don't fear a Visual Basic slowness. As far as I can tell, performance is quite similar to the DOS version on my PC.

In Response to Len Bowers' questions of Dfuse:
So, about your topics :

The HOM problem for convex rooms bigger than around 250 is an overflow problem in DF. This is *CERTIFIED INFORMATION* (get my meaning ?). As for now, I don't have any info about non-
convex rooms, except that adding vertices effectively solves or reduces the problem in some cases. If you see our SECREV01 level, you'll notice a very fast elevator in the middle of a quite large room. Notice how we had to split the sector embedding the elevator. Else, we had horrible HOM's. BTW, the same problem occurs VERTICALLY, if you position yourself in a situation where you can look at a wall going more than around 250 above your eyes.

About the wall bugs in DFUSE. Well, I've never had any other feedback about it, and it never happened to me. May be a memory leak, or an

undetected memory allocation failure (don't worry, you'll get GPF instead in WDFUSE :) only joking, I'll correct it too)

I know there is a problem in "random" complex copy operations however, and sometimes the walls are completely shifted in the copy.

About the polygons : well sometimes the vertices DO correspond :). This happens because I turn the circle in two directions, because I need the vertices and the walls in increasing order in both the
external and the internal sector. It will be corrected in the Win version.

And finally, about the Ctrl keys : I'm using a Belgian keyboard (keyb be), and I'm using it to get scan codes and check my program. So, I knew the Alted keys need to use the AltGr key on some other keyboards. But I never heard of a Ctrl problem. Especially on Ctrl+K, which is at the same place on the keyboards. More info on this ? So, if you want you may post this for me, and we may repeat at will !

May The Force Be With You, Always
Yves

****WAX EDITING****

Wax Lesson #1

WHAT YOU NEED:

1)   A .wax file

-These are the animated objects and the enemies in Dark Forces. To get one, you need to extract it from the dark.gob using dfuse or a gobber utility. Or ask someone. [Today, we will use an officer---offcfin.wax]

2)   Cyra

-Wax editor created by Carlos Gomez(Cargoco@aol.com)

3)   Framed64/Fmecad

-Pac editor created by Cargoco.

WHAT TO DO:

STEP #1

Setup Cyra as directed by Cyra.txt All .pac files in same directory as framed64 and offcfin.wax in your wax directory.

STEP #2

Run Cyra and select offcfin.wax

STEP #3

Select Cells to Pac. Enter a description as directed and hit enter. Two .pac files should have been created. One with 32 frames and one with 3 frames.

(If you have FMECAD64, follow the step#A: If you have FRAMED64, follow the step#B)

STEP #4A

Exit Cyra and run Fmecad64

STEP #4B

Exit Cyra and run Framed64

STEP #5

Use your mouse and click on FILE # until you have chosen the second .pac you created(The one with 3 frames, not 32). Click LOAD. Choose YES. The .pac should animate itself on the screen. We are ready to edit him now.

STEP #6A

Change his uniform from tan to red in each frame. Watch the shading. Use darker reds for the darker tans. When finished, do the same for the first .pac. When you're done with both, then you are ready to create your new wax.

STEP #6B

We will now change him from a tan uniform to a red. There are 16 tan colors and only 8 red. We are going to swap colors, so you don't take a year to edit this guy. Hit <F2> This is global swap.
It swaps two colors in all of the frames at once. Select the darkest tan color then the darkest red.
Framed64 will now swap all those tan colors to red. Since there are 16 tan to 8 red, every two tan colors will equal 1 red. This aids in the shading. Hit <F2>, select the second darkest tan color
then the darkest red. 3rd and 4th darkest tan=2nd darkest red, 5th and 6th darkest tan=3rd
darkest red, etc......You get the picture.

Now the uniform should be totally changed. If there are one or two spots that aren't red that should be, choose an appropriate red and change each pixel individually. Do the same to the first .pac. Be careful of tan in the officers face and hands. A way around this is to use a variable color. Change the tan to say bright green, manually change the green pixels in the uniform to red, then change the green back to the tan color.

Let's say you are done editing the .pacs. Time to create the new wax file.

STEP #7A

Exit Fmecad64 and run Cyra. Select the Offcfin.wax again.

STEP #7B

Exit Framed64 and run Cyra. Select the Offcfin.wax again.

STEP #8

Select Pac(s) to Wax.

STEP #9

You will see something like: 1   0.pac   0 cells
         2   0.pac   0 cells
         3   0.pac   0 cells

Select 1 and hit enter. Use the up and down arrows to select your first .pac file(the one with 32 frames) and hit enter.

It should now read: 1   ?.pac(?=your .pac file)   32 cells
         2   0.pac   0 cells
         3   0.pac   0 cells

Select 2 and hit enter. select your second .pac file(the one with 3 frames) and hit enter.

It should now read: 1   ?.pac(?=your pac #)   32 cells
         2   ?.pac(?=your pac #)   3 cells
     3   0.pac   0 cells

Below you should see the following or else something is wrong.

offcfin.wax   contains 35 wax cells
pacwax.wax   contains 35 of 96 wax cells

Since they equal each other, we are doing fine.

STEP #10

Hit <F2> Clone Pac and your new wax will be created. Its name is pacwax.wax in your wax directory. All you have to do now is to rename him and test him out. To do this, copy him to your c:\dark directory and rename him offcfin.wax and play Dark Forces. All officers will now look like your new wax file.

That's all there is to it.

Happy Waxing :)

-Rich

"WaxOn......WaxOff" -Mr. Miagi

*****.INF HELP****

.INF MINI MANUAL

by Alexei Vyacheslavovich Novikov <anoviko@emory.edu>

The very basics are covered in DF_SPECS. I can add a few important things and some classification (and I'm not sure my data are complete. But what I know I know for sure):

There're ONLY TWO types of items in INF - line and sector. If you want to send a message to an object, you send it to a sector containing object.

The line is defined as:

```
item: line    name: sectorname    num: linenumber
seq
seqend
```

sector:

```
item: sector    name: sectorname
seq
seqend
```

All other specific information goes between seq .. seqend. Convention: if I place ! at the beginning of line then the rest of line is the expression that should be placed between seq..seqend.

Line may only be trigger:
! class: trigger TRIGGERTYPE

TRIGGERTYPE may be:
single
standard
switch1
toggle (can't tell the exact difference between them)

Sector may be trigger, elevator or teleporter.
! class: [trigger|elevator|teleporter] TYPE

sector trigger has no type, list of elevators is in DF_SPECS. I remember that TYPE is one of

move_floor
move_ceiling
move_fc   (move floor and ceiling)
morph_spin1   (*1 - player does not follow the movement, *2 -)
morph_spin2   (player does. Remember, to actually make sector move you)
morph_move1   (should set MORPH WITH SECTOR line flag to all the sector)
morph_move2   (lines and all their adjoins)
change_light
scroll_floor   (whether you follow the movement is defined by SUBSECTOR flag)
scroll_wall   (Set ALLOW SCROLL MID/BOT/TOP line flag)
rotate_wall   (never tried it)

for teleporter TYPE can only be chute.

trigger class has fileds (you may not need set all of them):

! event_mask: NUMBER
! entity_mask: NUMBER or *
! client: SECTORNAME
! message: MESSAGE
! event: NUMBER
! text: TEXT_ID
! master: ON or OFF

Elevator class fields depend on elevator TYPE. All have:
! event_mask: NUMBER   (event_mask<>0 makes elevator self-)
          (triggering. That means that actions)
          (determined by even_mask will affect)
          (elevator as if it received next_stop)
          (message. Default value for even_mask)
          (is not 0!)
! sound: SOUNDNUMBER FILENAME.VOC   (Overrides standard sounds.
          (SOUNDNUMBER is either 1,2 or 3)
! speed: NUMBER
! master: ON or OFF

class morph_move#, scroll_floor, scroll_wall have also:
! angle: NUMBER   (angle in degrees)

class morph_spin# has field:
! center: NUMBER NUMBER

class teleporter chute:
! target: SECTORNAME

event_mask determines what events will activate trigger/elevator.
Events are:
1 - walk from inside (line)
2 - walk from outside (line)

4 - enter sector
8 - leave sector
16 - nudge from inside (sector/line)
32 - nudge from outside (sector/line)
64 - ???   wanna know myself
128 - ???   same here
256 - Fire (line)
512 - land in sector
(they're all power of two - get why?)

If you want to combine events sum the values.
Important! You can use custom events (usually starting from 65536). To do that assign event: 65536 to a trigger class: that's how the bridge to Phrik metal is done. The other field are rather self-explanatory.

elevators also may have stops. They are defined as:
! stop: NUMBER or @NUMBER NUMBER(delay) or hold or terminate

NUMBER is value in units dependent on elevator type. Say it's degrees of angle for morph_spin#, "feet" for morph_move#, move_floor ...,
ambient light units for change_light (0..31). @NUMBER is relative value while NUMBER is absolute.

Elevators start their movement at level startup and goes from stop to stop. If you write:

! stop: 0 hold

Elevator will stay at a stop 0 until you send it some message (for example - next_stop. Then it'll go to the next stop).

if you write:

! stop: 0 1   (delays for 1 sec in position 0)
! stop: 10 2   (delays for 2 sec in position 10)
! stop: 20 hold   (suspends in position 20)
! stop: 25 terminate   (stops working in position 25)

elevator will start at position 0, stay there for 1 sec go to position 10 and stay for 2 sec then go to position 20 and stop. If you send a message next_stop to it it'll go to the position 25 and stop forever. It won't act after it whatever messages you send.

Now messages: trigger can send messages to the elevator, elevator can send messages both to triggers and to elevators. Trigger has message: field, so trigger sends it to its client: when event event_mask: occurred.

Elevators can send messages when they ARRIVE at stop. It's important: at the level startup elevator START from first stop (stop number 0), so they DON'T send message at startup if you assigned message to 0 stop! To send a message at a stop you should write:

! stop: POSITION DELAY or HOLD or TERMINATE
! message: STOPNUMBER [SECTOR or LINE] MESSAGE

Note, that POSITION and STOPNUMBER are different things.
SECTOR is addressed by its name, Line is addressed by SECTORNAME(LINENUMBER) messages are:

next_stop   (gets elevator to the next stop)
prev_stop   (... previous stop)
goto_stop NUMBER   (to stop NUMBER)
wakeup   (object message)
set_bits SECTORNAME or SECTORNAME(LINENUMBER) FLAGNUMBER BITSVALUE
clear_bits ....
(Set/ Clears bits in sector/line flags)
master_off   (disables item)
master_on   (enables item)
complete   (used in "complete" sector to complete mission)
system lights   (Used in TALAY to turn on extra lighting)

m_trigger   (Trigger message. Makes trigger trigger
       (as if you switched it)

done   (Trigger message. You should send it to)
       (trigger when sector has done its job so)
       (trigger can become operative again)

for example:
! stop: 10 hold
! message: 0 maindoor goto_stop 1
! stop: 20 hold
! message: 1 maindoor goto_stop 0

Besides message: you can use

! adjoin: STOPNUMBER SECTORNAME1 LINENUMBER1 SECTORNAME2 LINENUMBER2
(adjoin two walls)
! page: STOPNUMBER FILENAME.VOC (make a sound)

and some command to execute VUE file. I'm not familiar with it.

Now you're ready to get started.

Alex.

*****CREDITS*****

Thanks to the following people. Without their help, this fanzine and continued gameplay would not be possible.

Jason Burton (DakJanson@aol.com)
Richard Gold (Phantom)
Rick Schmidt (SKYVVALKER@aol.com)
Jason Terhune (FrznPickle@aol.com)
Carlos Gomez (Cargoco@aol.com)
(Yarg Noraa@aol.com)
Yves Borckmans

Alexei Vyacheslavovich Novikov

As Always

Thank you George Lucas

Thanks to the guys at Lucasarts
(Daron Stinnett, Justin Chin, et al)