

in

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COLLABORATORS

	TITLE : in		
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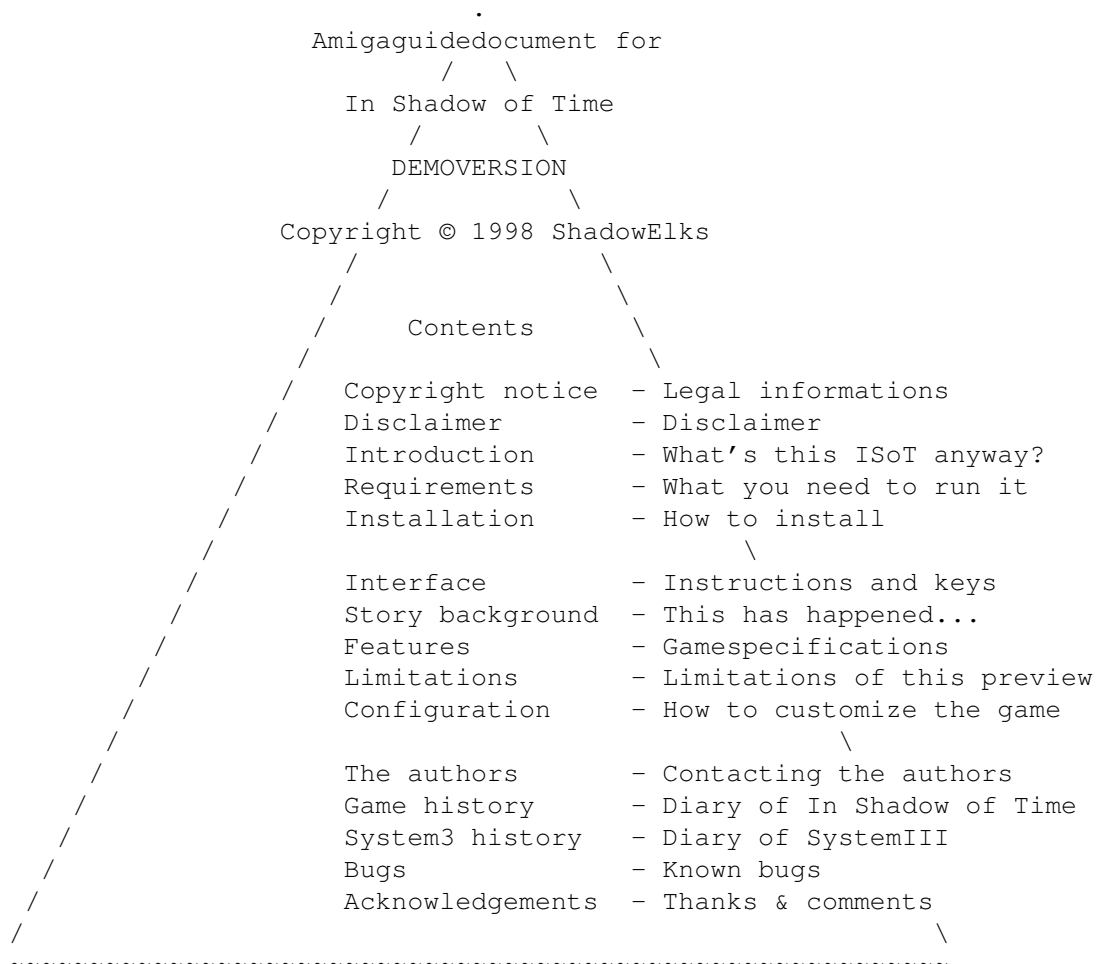
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Chapter 1

in

1.1 In Shadow of Time Amigaguidedocument



1.2 Shadow of Time copyright notice

Copyright

In Shadow of Time is copyrighted © 1993-1998 by the authors. That means that you are NOT ALLOWED to modify the programs or documentation in any way. Especially you MUST NOT remove the documentation or any other file.

Distribution

The demopackage is freely distributable (FREeware). That means you are allowed to re-distribute this package as long as you follow these points:

- o Any re-distribution has to include all files in this archive, without any modifications. You are NOT ALLOWED to add or remove any files to/from the archive.
- o This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet CD-ROM, and other similar electronic channels. You MUST NOT include it on any disk that is sold for more than 5 US Dollar (or an equivalent in other currencies).

If you include it on a disk-mag, PD-library or a CD-ROM, we would be happy to receive a free copy.

1.3 Disclaimer

Disclaimer

By using this demoproduct, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developers of the software can NOT be held responsible.

1.4 Introduction to In Shadow of Time & SystemIII

Introduction

Welcome to the latest demo of In Shadow of time!

What you're about to see, is our humble attempt at a fast, beautiful, intriguing, highly configurable, bugless, point&click adventuregame with great atmosphere.

This game has been under development for the last two, three years now. While programming we opted for high speed, efficient memoryhandling and minimised loadingtimes. This made the game playable even on low-spec machines, like an A1200 with only one floppydrive. More info on the hardware needed to play this game can be found on the requirements page.

When designing the point&click interface we tried many different models and shapes before we came up with the interface you find in this preview.

1.5 Requirements to make the game run

Required:

- o An A1200 or A4000
- o OS 3.0+
- o 68020+
- o AGA chipset
- o 1.5-2 Mb memory
- o A TV or a monitor that can sync at 15 khz

Recommended:

- o Harddrive
- o Some fastmemory

1.6 Install Shadow of Time on harddrive

Installation procedures:

The easiest way to install the game is to run the installerscript by doubleclicking the 'Install_ISOT' icon from workbench.

(Note: This script needs the 'installer' utility from ESCOM AG. It's available from Aminet in the util/misc drawer.)

If this fails for some reason, you'll have to do it by hand.

Step 1: Create a drawer where you want the game to be located.
New drawers can be created with the 'Window/New drawer' function from the workbench menu.

Step 2: Copy the contents of the 'Fonts' directory to where ever your fonts are located (Normally in SYS:Fonts or System:Fonts).

Step 3: Copy all the files from disk #1 into the drawer,
EXCEPT for the 'Fonts' and 'Icons' drawers!

Step 4: Copy the contents of all other disks into the same drawer.

Step 5: Done.

Note: If you're going to copy the files via workbench, you have to select the 'Window/Show/All files' function, or you'll be unable to find nor copy all the files necessary to run the game.

1.7 SystemIII - Instructions and keys

Building commands:

Commandmenu

By pressing the right mousebutton anywhere on the main display you activate the commandmenu, from which you choose the verb you want to use.

There are two ways to work with the commandmenu:

- o You click the right mousebutton to bring up the menu, move the pointer to the verb of your choosing, and then click the left mousebutton to select the verb. You can also press the right mousebutton a second time to close the menu without making a selection.
- o If you on the other hand keep the right mousebutton pressed, you can use it just like the normal operatingsystem menus. Keeping the right button pressed you move the mouse to the verb you want and release the button. You can also close the menu without making a selection by releasing the button outside the menuwindow, and then click the right mousebutton again.

There is an option concerning the commandmenu in the configurationwindow.

Inventorypanel

The inventorypanel is the lower part of the screen. It contains all your inventories and the means to move the list up and down, by two arrowbuttons to the left.

Below the icons you have the name of the place you are in. There are also two buttons, to open the preferencewindow and to quick-save the game. To the right you find your current gamescore.

Keys:

F1-F10 -

Space - Brings up the configurationwindow.

R - Repeat the last message spoken.

Esc - Exit game.

Buttons:

Prefs - Brings up the configurationwindow.

Save - This button won't work in this preview.

1.8 Storybackground

This has happened...

It's a beautiful day and Carl Tadpole decides, in a flash of genius, to skip school... again. He eats a quick and nutritious breakfast and then drops in on his friend, an extremely intelligent man, who happens to be a janitor. After some social drivel and having unknowingly invited some really nasty aliens, Tadpole sets out to buy some stuff for his friend. When the demo begins only one item remains... a newspaper.

... and the adventure begins...

1.9 Gamespecifications

SystemIII V1.1 specifications:

Gamespecifications:

- o 384 colours on screen at the same time.
 - o OS friendly.
 - o Multithreaded
 - o Highly configurable.
 - o Fully multitasking (normal screenswitching possible with lamiga+m).
 - o Due to some restrictions in the OS, the gamescreen can't be promoted.
 - o Won't work with graphiccards, sorry! :(
 - o Uses approx. 35% of the processor at normal speed.
 - o Bloody huge ingame realtime programminglanguage.
 - o Extra small interpreter for dialogueprograms.
 - o Realtime imagescale & imageflip routines (with cache).
 - o Realtime shadowing effect on main character. (Like Sam&Max, only better :)
 - o Advanced soundFX engine with mixing and samplepriority to run the music and 'mumble' systems.
 - o Some own gfx routines, like 'Drawhorizontalline' (x32 faster).
 - o >20 own blitterroutines optimized for 16even images, icons, BOBs, etc..
 - o Own Vbl interrupt to handle colourfade, flash and smooth screenscroll.
 - o Loads next room while fading the current.
 - o Can be run without sound/music, so you can use your own moduleplayer.
 - o Advanced ingame errorroutines and emergency saving of game.
 - o All data packed with my own packer (extremely fast at unpack).
 - o Convert 'planar' gfx to 'chunky' before packing (gains 25%)
 - o Realtime unpacking of inventoryicons.
 - o Four special packers for samples (lossy, but packs to 25%-75%).
 - o Special unpackroutine to unpack chunkygfx to planar.
 - o Different panel backgrounds (one per timeperiod).
 - o Realtime window movement (follows the character, can be turned off).
 - o Separate palette for mainscreen, inventoryscreen and character.
 - o Multizoneobject (one screenobject can have more than one mousezone).
 - o Multicharacter control (It's possible to switch control to another character if needed).
 - o Uses own copperlist with 4xfetchspeed (free chipcycles for blitter).
 - o Checks stacksize, processor, FPU, kickstart and AGA on startup.
 - o Loading from disk approx. 3 secs per room.
-

- o Dynamic room data buffering system, for people with a lot of ram.
- o Turn on AGA chipset if not already on.
- o Very memory efficient.
- o Totally bug-free!!! :)
- o Lowmemory handler (clears roombuffers, zoomcaches and stop music if low on memory).

Userconfigurable:

- o 50/60Hz Display
- o Gamespeed - Normal 12 fps - User adjustable between 10-25 fps.
- o Textspeed
- o Window backbrightness
- o Pointerimage (one for lefthanded)
- o Sound On/FX/Music/Off
- o Savedevice (DF0:,RAM:,ProgDir:)
- o Menymode
- o Roomdata buffers

For more info on configuring, jump to the configuration screen.

1.10 Limitations of this demoversion

Demo limitations:

- o Load- and Savegame won't work.
- o Only a couple of rooms to explore.
- o A lot of Sound FX was removed to reduce archivesize.

1.11 Ingame configurationscreen

Tooltypes & arguments

You can specify these after the programname if started from CLI, or in the 'tooltypes' window of the workbench icon.

Nosound

If you specify this, System3 won't try to allocate the audiochannels, so you are free to use your own moduleplayer.

Nomusic

This is a 'memorysaver', as System3 won't load nor play the in-game music and thus saves memory.

Use this if you run out of memory at some point in the game.

Nobuffer

This disables the room bufferingsystem. This could be usable if you run the game from a fast harddrive and want to save the memory.

CloseWB

If you specify this, SystemIII will try to close the workbench on startup.

This is also activated if you have less than 1.4Mb total free, or less than 1Mb chipmemory free on startup.

Ingame configurationscreen

This window is displayed by pressing either the button at the bottom of the screen called 'Prefs', or by pressing SPACE.

To exit the prefswindow, press the right mousebutton.

```
+-----+
| Gamespeed: --|---- Savedevice: |Progdir:| |
| Textspeed: ---|--- Textmode: | Follow | |
| Pointer: -|----- Videomode: | 50 Hz | |
| Brightness: -----|----- Sound: | All | |
| Buffers: xx -|----- Menu mode: | Normal | |
|
| |Credits| |Exit to DOS| |Info| |
+-----+
```

Gamespeed

This 4-position slider adjusts the gamespeed. Right=faster

Textspeed

This 7-position slider adjusts the delay before the textdisplay disappear. Right=less time before disappearing.

Pointer

This 4-position slider sets which one of the four available mousepointerimages you want to use.

Brightness

This slider lets you set the backbrightness of all windows. Try it!

Roombuffers

This slider lets you set the amount of rooms to buffer.

Note: If the game runs out of memory, the roombuffers will be discarded, along with some other things, and the memory is returned to the system. In other words, you can set the slider to the maximum amount of buffers, even if you own a standard A1200 with only 2 Mb of chipram.

Savedevice

This one lets you choose where to save your games.

Progdir: saves them in the same directory you put the game.

RAM: saves them on the ramdisk.

DF0: saves them on a formatted disk in the internal diskdrive.

Textmode

Here's one that lets you choose if the textwindows should follow the

character around, or disappear when you press the left mousebutton.

Videomode

This function doesn't work on all monitors and/or TVs.

If you have a TV or a monitor that can handle a 60Hz NTSC-display, you can get a larger picture by setting this to 60 Hz.

Sound

This button toggles the soundsetting.

All - All sounds and music
SoundFX - Sounds only
Music - Music only
None - Take a wild guess!

Menu mode

The right mousebutton-menu can operate in two different ways.

Normal - This is the standard one, where you press the right mousebutton and choose a verb. You then click on a zone with the left mousebutton to choose the object.

On zone - If the mousepointer is over a zone when you bring up the verbmenu, the object belonging to the zone is added to the verb you choose. If it's a single-object verb, the command will also be activated.

Credits

It's a secret! :)

Exit to DOS

This one exits the game.

Info

Displays various info on the system, like processors and available memory.

1.12 Contacting the authors

Credits:

Adventuresystem (SystemIII): Henrik Smiding

Graphics: Mikael Pettersén
Johan Forsberg

SoundFX: Henrik Smiding

Music: Mikael Pettersén

Design: Henrik Smiding
Mikael Pettersén

Story: Henrik Smiding

Mikael Pettersén

The rest: Henrik Smiding
Best in test: Henrik Smiding
Documentation & script: Henrik Smiding :)

Contacting us:

If you have any comments, new ideas or found a bug, feel free to contact us.

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<http://home1.swipnet.se/~w-10724/IST.html>

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1.13 History of In Shadow of Time

In Shadow of Time project diary

Jun. 98

- o Got more graphics... things are really going smooth now :)
- o Included a lot of new graphics.
- o Included a lot of tunes and a huge end-of-chapter animation.
- o Reworked the story again.. changed and added some stuff.
- o Compiling a demoversion... and it's going great! :).. NEW DEMO SOON!!

May. 98

- o Got L_O_T_S of graphics :)... I really think this new 'get him a girlfriend'-therapy works! :):)
- o Put up a deadline for the new demo.

Apr. 98

- o Did a lot of work on second timeperiod.
- o More graphics!!... lovely lovely...

Mar. 98

- o Included some new graphics, and some old :)
- o Finally included som old big animations... took a while... looks great! :)
- o Passing 60 rooms...

Feb. 98

- o Nothing...

Jan. 98

- o Included some new graphics, and another room.
-

Dec. 97

- o Included some new graphics.
- o My main graphic artist also got himself a girlfriend :).

Nov. 97

- o Got some sketches.
- o Finished another chapter off the storyline.

Oct. 97

- o Did some work on next demoversion.
- o Included last room of the indian-village.
- o Fixed millions of small details everywhere in the second timeperiod.

Sep. 97

- o Continued the work on the second timeperiod, linking and completing some more rooms.
- o Got more graphics. Some new rooms and some of the Intro-sequence... Fun fun! :)
- o Yes! I got the complete Indian-village today :)... better start including the graphics into the game...
- o Got some new panelbackgrounds.. hmmm... to many colours... I'll have to steal some from the inventoryicons :\
- o Some more music... sounds nice! :)

Aug. 97

- o Got the first 'mood' headicons, and included them into the demo.
- o Linked together more rooms in timeperiod two, and some additional work to make the rooms more complete.
- o Almost all backgrounds in period two complete, and some animations.

Jul. 97

- o Got some new rooms... excellent!! :)
- o Got a huge amount of headicons :)
- o Included dialogue headicons in every room necessary.
- o Fixed some Dialogues in the next demo.
- o Fixed another two rooms.
- o Linked the 'Westernrooms' together and fixed the roomnumbers at the same time.
- o Fixed some animations in timeperiod two (Western).

Jun. 97

- o Worked out another big chunk of the storyline.
- o Started transferring the dialogs to the demo.
- o Included another four rooms.
- o Graphics-speedups in rooms with lots of graphics.
- o I LOVE graphics!!!... another three rooms included :)
- o Some additional graphics... another two rooms included! This is FUN! :)
- o Fixed intro-sequence for the second timeperiod... and another room :)

May. 97

- o We've made another big piece on the storyline.
- o Some more graphics dropped in...
- o I'm drowning in graphics!!!... I've recived more than 1Mb of new graphics!

Apr. 97

- o We are among the Newssection on the AmigaFlame page.
 - o Got all the remaning graphics for the next demoversion.
-

- o Included some of it.... Now I really have to pass this oral examination at school :(
- o Celebrated my own birthday..... alone once again :(
- o Had a fun idea: Put together a 'The making of In Shadow of Time' video :)
- o Completed the last room of the demo, and thus the last of the animations.

Mar. 97

- o Reworked these WWW-pages. Included frames among other things.
- o Still waiting for some graphics....any graphics.
- o Got some graphics...included...Demo deadline pushed forward to 2010, Just to be on the safe side. :)
- o I'm left without any graphics once again. The only thing they do draw are logos. :(
- o Maybe it's time to learn how to draw my own graphics... :)

Feb. 97

- o Did some work on the second timeperiod.
- o Added the five rooms I had laying around to the second timeperiod.
- o My main graphic artist seems to have disappeared, but has been replaced by his sister. She doesn't draw much, but who cares...:)
- o My graphic artist redrew some of the demo-animations, now all I have to do is include them.....(boring...boring...)
- o Played through the whole game for the first time. :)
- o I had an encounter with my graphic artist's vicious dog. I lived...As of now, the dog is a part of the game, as is his sister. :) (Not the dogs sister, that is...)
- o Got a bunch of discs with graphics for the next demoversion, most reworks.
- o Got a couple of 'dialogue expressions' to use in the dialogues when Tadpole gets irritated, confused, stuck-up or horny.... No, not really! :).
- o Got the first piece of music for the game.
- o Does this month never end? :)
- o Work has begun on an intro and a logo.
- o We changed from 'Contrast' to 'ShadowElks'.

Jan. 97

- o Changed the rooms that was supposed to go into the next demoversion. (Again :)
- o Upperfloor of ICO almost done.
- o Added more graphics to the upperflooroffice in ICO, now with over 500k animations.
- o Widened the outsideview of ICO to account for some extra graphics. Small rework of doors to gain more speed.
- o Got and included the graphics for the 'supermarket' in ICO
- o Rewrote the dialogues after the rework of the dialogueroutines.
- o Got some more graphics dated 1800 AD.
- o Final touchups on next demoversion.

Dec. 96

- o We were among the News-section in the Swedish Amigamagazine 'AmigaInfo'.
- o Got A LOT of new graphics, around 35 IFF-anims full of animations.
- o Fixed more on the rooms to be included in the next demoversion.
- o Fixed more on the rooms, that's NOT to be included in the next demo. :)
- o Only days from a new demoversion.

Nov. 96

- o Added three new rooms
 - o Made the first 'moving' character.
-

- o Almost all of the maincharacter movements are finished.
- o Remake of main character.
- o Most rooms are now finished 'graphicly', only text remains.
- o Only one room left in first time period.
- o Got the second room from the other artist.

Oct. 96

- o Still trying to get a demo together.
- o Got a lot of anims and frames.
- o Some rooms are near completion.

Sep. 96

- o 20 rooms.
- o Trying to get a demo together.
- o Included the character shadow-routines in every room.
- o Fixed a lot of the texts in the game.
- o Added some big animations.

Aug. 96

- o 18 rooms.
- o Wrote another dialogue.
- o Only 2-3 rooms left on first part.
- o Got another very big animation.
- o Temporary slowdown in the graphics department due to my friend getting a PC, and me needing some logos for the WWW-pages.
- o Found an additional graphics-artist.

Jul. 96

- o 16! rooms.
- o My friend wrote the first dialogue (with the boy outside home).
- o Made another time-delayed door inside the mall.
- o Fixed another mirror effect.
- o Started on timeperiod two story.
- o Got some more character anims. Looked like s**t!

Jun. 96

- o Lucky owner of 12 rooms.
- o Got a major animation to use in a hamburger restaurant.
- o Made a time-delayed door in front of the mall.
- o Fixed a cool dog in gun's & ammo shop.

May. 96

- o Now got 7 rooms.
- o Didn't have time to fix my beautiful bird.
- o First timeperiod story done.
- o Got a demo version together.
- o First demo release.

Apr. 96

- o Got 5 rooms now.
- o Wrote most of the object texts.
- o Replaced most of my temporary graphics.
- o Got the drawer in room one to work.

Mar. 96

- o Fixed a mirror reflection in room 2
 - o Got another room (outside home).
-

- o Started drawing on a map (and a very advanced bird :).

Feb. 96

- o Got the graphics for the next two room (hallway and kitchen).
- o Got some new frames of the main character.

Jan. 96

- o Got some inventoryicons and some graphics.
- o Work on first room started (the bedroom).

1.14 History of SystemIII

SystemIII project diary

Jun. 98

- o Fixed a bug...

May. 98

- o Nothing... (Renata I love you! :)

Apr. 98

- o Small stuff...

Mar. 98

- o Reworked inventorypalette to allow more colours in backgroundimage.

Feb. 98

- o Nothing...

Jan. 98

- o Nothing...

Dec. 97

- o Still love her :)... hates school :)

Nov. 97

- o Mmmmm... I really love my girlfriend :)

Oct. 97

- o Added an additional function to a command to be able to change the head/body priority.

Sep. 97

- o Nothing yet...

Aug. 97

- o Nothing...

Jul. 97

- o Working on an extended version of the ingame dialoguelanguage.
- o Included some code to the textwindow to show the long-due headimage :)
- o Improved the headImage-routines to include different 'moods'

Jun. 97

- o Adding some more things to the user-preferences.
- o Fixed the 'wait vbl flash' bug.

May. 97

- o Working on the 'wait vbl' bug...
- o Fixed a small bug in the Sampleroutines... and still one to go....

Apr. 97

- o Optimized some routines and added 'Are you sure?' to some.
- o I've meet a wonderfull little woman who occupies most of my time right now, happy happy.

Mar. 97

- o Finished the RND-Sample routines....works great!
- o Included the 'mumble soundsystem' to make characters 'talk' with different pitch and volume.
- o SystemIII now allocates a new stack if the one supplied is to small, instead of just complaining.
- o Added a few 'lockup-counters' to stop some CPU-hungry routines from stealing to much time and disrupting the game.
- o Updated the Installer-script to include MagicWB-icons....does anyone use NewIcons?
- o Included some Chipmem-saving routines. One includes closing the Workbench.
- o Optimized frequently accessed routines.
- o Found a odd bug that affected the music....strange....
- o Reworked all textdisplays to output shadowed text in the windows. Looks great!
- o Guidedocument is as good as done.
- o Found a small memoryleak bugg...
- o Ran the game on a 2Mb system and noticed that SystemIII took, at most, 950kb of memory! That leaves me with atleast 500kb memory to play with :)
- o 4xSpeedup in the 'calculate walkpath'-routine..... It seems to work too!
- o 50xSpeedup in the 'find closest walkpos' (Lost about 600 mulu instructions
- o I'm getting my 68040 40Mhz 16Mb card tomorrow!! :):):)
- o Found a graphics bug in one room that only seems to exist when running on a really fast CPU. :(

Feb. 97

- o Added some miscellaneous commands.
- o Debugged all 'timetravel'-routines.
- o Fixed the reading of startup arguments and tooltypes, to support the 'nosound' and 'nomusic' setting.
- o Started writing on the Amigaguide document.
- o Learned how to write installer-scripts, and started writing one.
- o Guide reached 35 Kb.
- o First installerscript works (Yesssss!!).
- o Started working on the roomloadingbuffers.
- o Included dynamic loadbuffers, so if you have an extra Meg, you can buffer a whole timeperiod :).
- o Fixed some misc bugs in the musicloading- and scaleimageroutines.
- o Started work on RandomSampleRoutine, to use with backgroundsounds & mumbling.

Jan. 97

- o Fixed two nasty memory-overwrite bugs.
 - o Added some additional commands to support some goofy animations.
-

- o Optimized codeinterpreter on often-used commands.
- o Rewrote the musicroutines when I found a lot of bugs in those I had.
- o Added some code to only unpack the song to be played, and keep the others packed to save disk space and memory.
- o Added a bunch of commands to support music.
- o Finished the music routines.
- o Planning to redo the Instrumentlayout and add optional lossy pre-delta packing to the instruments. (Modules have never been so small! :)
- o Reworked the dialogueroutines to support changes of dialogues in other rooms than the one you're in.
- o Found and fixed the longest standing bug in the game!!
(A graphicbug where the head sometimes separated from the body by one line.)
- o Failed the first timetravelattempts. :(

Dec. 96

- o Added another three commands.
- o Fixed the mirror routines to handle the smooth turning.
- o Started chewing on the music routines.
- o Debugged the LoopSample routines.
- o Fixing a lot of small stuff.

Nov. 96

- o Added another two commands.
- o Fixed smoother turning.
- o It's now possible to skip ahead in dialogues.
- o Increased the amount of mousezones per character.

Oct. 96

- o Fixed Flux&Fade Volume when walking and zooming.
- o Giving the 'UserCopperList' another chance.
- o Big speed-up when calculating walkpaths.

Sep. 96

- o Added 8 new commands.
- o Found a surprisingly large amount of bugs :)
- o Dialogue routines seems to be working OK.

Aug. 96

- o Removed some routines never used.
- o Made the character shadow-fading routines.
- o Also made the walk soundFX routine.
- o Project slowdown due to me working, and my graphician buying a PC.

Jul. 96

- o Updated the dialogue routines.
- o Updated some commands to handle timed delays.
- o Got my InterNet connection.

Jun. 96

- o Added some more commands.
- o Updated a lot of routines.
- o Some speed-ups & fixes.
- o Started on the dialogue routines.

May. 96

- o Made some speed-ups.
-

- o Added some commands and conditional checks.
- o Made some cleanups and fixes.
- o First demo version released.

Apr. 96

- o Made the 'goof-text' routines, so the Hero would say something, instead of nothing.
- o Made the Prefs window.
- o Also made an external data loading routine.
- o Included a scoring system.

Mar. 96

- o Included another 23 commands.
- o Made a flip and a zoom routine with cache.
- o Also made the 'mission' routines, so the Hero would walk to an object.
- o Made the mouse zone routines.
- o Started work on the soundFX routines.

Feb. 96

- o Included more commands.
- o Nearly killed my self over those bloody compression routines.
- o Made everything display on screen, so I could get my graphician to work.
- o Started work on the text windows. Included over 10 blitter routines to do the fast drawing.

Jan. 96

- o Removed some routines never used.
- o Got the in-game programming language to work, and included the first commands.
- o Made the 'point to point' walking file format, and the 'find shortest way' routines.
- o Made the commandmenu.
- o After some research I started working on my own compression routines.

Dec. 95

- o Missed Santa flying over our house.....again.
- o Fixed and included some blitter routines into the graphics-drawing routines.
- o Updated the error-handling system to give me more detailed information.
- o Made the walking&turning routines.
- o Started work on the in-game language.

Nov. 95

- o Made the inventory icons unpack while being drawn on screen.
- o Drew some panel backgrounds on my own.
- o Made my own blitter routines to draw the icons on the background without flicker.
- o Made more blitter routines to speed up certain images.

Aug. 95

- o Updated the loading routines so loading a room was possible (You still couldn't see anything on screen).
- o Got some graphics,...not much, but some...
- o Started working on the inventorypanel routines.

Jul. 95

- o Started working on SystemIII again. (Hmmm, what was this routine suppose
-

to do !? :)

Jun. 95

- o Stopped working on the Dune clone when I realised that I was the only one still doing anything. (People loves the idea of making a game, but the joy quickly vanishes when they realise how much work there has to be done.
- o This seems to be especially true when it comes to graphicartists :)

Dec. 94

- o Due to the shortout in the graphics department, I put SystemIII on ice and started work on a DuneII clone.

Nov. 94

- o Noticed that I wasn't getting any graphics....:(

Aug. 94

- o Finished most of the file formats and loading routines.

Jun. 94

- o Finished most of the low-level routines and the startup routines.

Apr. 94

- o Had some trouble using standard OS screens, had to make my own copper list to handle fade, flash, scroll and the 'one line' separation between screens.
- o Started work on the editor in AMOS.

Feb. 94

- o Slowly started on SystemIII.

Dec 93

- o Started learning assembler.

1.15 Buggusminimus

:)

1.16 List of the usual nerds accompanying these sorts of documents :)

The developers of In Shadow of Time wish to thank, in no particular order, the following people:

- o All the guys on the IRC-channel #amigaswe, for comments and support. ...and continuous nagging about the bloody CyberGfx-support! :)

- o HiSoft, for the superb DevPac assembler package.
- o All you guys who wrote emails with nice comments about the game. :)
- o I guess my graphician wants to thank his lovely sisters for the incredible support and help with morale.....and keeping me away :\
- o Our girlfriends for helping us through the bad times when inspiration was low... dead low :)
- o All the dudes who brought us the Amiga!

Familiar quotations from the programmer:

- o Graphics! Where the heck is my GRAPHICS!?
- o Jag är kung av silikon! :)
- o The game is now running at Warp 9.3!
- o All thinks are possible except skiing through a revolving door.
- o Nothing motivates a programmer more than to see his graphician putting in an honest day's work. :)
- o Build a system that even a fool can use and only the fools will use it! (I didn't say Windoz 95... :)
- o I'm almost done...
- o But...I've fixed that!
- o New systems generate new problems.
- o All's well that ends.

Familiar quotations from the graphic artists:

- o Oh, SHUT UP!!
- o Proportioner? Ehh... modernistisk frihet! :)
- o Is MPEG a good format for animations?
- o I don't want to talk to you!
- o This is the seventh time you call me today!
- o Don't you touch my pixels!
- o Hmm...I thought I gave you than animation a while ago..... To bad I erased it! :)
- o Where's my coffee!? I need my coffee!!!

Standardized phonecall protocol while making this game:

- o Programmer
 - Innocent family
 - o RING...RING...RING...RING...RING...RING...RING...RING...RING...RING...
 - Yeeeee?
 - o Where is the bloody graphics!?!?
 - ...
 - o ...
 - Who is this?
 - o Oups!...KLICK! :)
-