

WARRIORS and WARLOCKS
GENERATION DOCUMENTATION

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WARRIORS & WARLOCKS (TRS-80)

Model I: (48K)	TRSDOS 2.3	- 2 disk drives for generation - 1 drive for play
	NEWDOS80 2.0	- 1 drive
Model III: (48K)	NEWDOS80 2.0 (TRSDOS not supported)	- 1 drive

Warriors and Warlocks is distributed on 35 track single density diskettes. To generate the game for TRSDOS, skip to the section entitled 'Generating the Game'.

To generate the game under NEWDOS80 (for MODEL I or III), or in Double Density using a single drive, perform the following steps first.

Create 2 diskettes with Operating Systems and LABEL them SIDE A and SIDE B. Use the copy command with CBF and USR options to transfer the files from the single density to the Double Density environment or to establish System Files for Open and Close if single drive generation is desired. Use these newly created diskettes with the copied contents of the Distribution Diskettes to perform the operations detailed in the section 'Generating the Game'. For non-TRSDOS generation it is only necessary to ensure enough space is available to satisfy the generation requirements. As a last step it is necessary to LOAD the file: LOGOCTRL/BAS

and change line 100 from 'CLEAR1000:POKE-107,0' to 'CLEAR1000:POKE-107,1'.

NOTE Single drive Single Density NEWDOS:

- copy the Distribution Diskettes as above
- SYS2/SYS and SYS3/SYS are mandatory for ABEDOS/BAS operation in single drive mode
- be sure these files remain as you KILL files to release space.

Formatting NEWDOS 40 Trk Diskettes

LABEL a diskette as Warriors and Warlocks (BOOT).

COPY a NEWDOS diskette to this diskette.

PURGE all files except:

SYS0/SYS through SYS4/SYS
SYS6/SYS through SYS10/SYS
SYS13/SYS
SYS18/SYS through SYS20/SYS
BOOT/SYS
DIR/SYS
BASIC/CMD

LABEL a blank diskette as Warriors and Warlocks (INN).

COPY the BOOT diskette onto this INN diskette.

KILL the following files on the INN diskette:

SYS0/SYS
SYS6/SYS
SYS8/SYS

LABEL a diskette as Warriors and Warlocks (SCENARIO).

COPY the INN diskette to this SCENARIO diskette.

Repeat the SCENARIO procedure for a BACKUP diskette.

Use these diskettes in lieu of the diskettes described in 'Formatting TRSDOS Diskettes'.

DOUBLE DENSITY DISKETTES

Follow the above procedure except LABEL the BOOT diskette as BOOT/INN and omit the INN diskette formatting, as the one diskette will have enough space to hold the contents of the two single density diskettes.

GENERATING THE GAME

NOTE The Distribution Diskette cannot be used to play the Game. It can only be used to create Game diskettes.

NEVER remove the Write Protect Tabs on the Distribution Diskette.

Generating the Game Diskettes will require 3/4 of an hour to an hour. If you have not cleaned your disk drive(s) recently, this would be a good time to do it.

Warriors and Warlocks consists of approximately 40 files which even in a compressed form fill both sides of the Distribution Diskette. To simplify creating the Game from the Distribution Diskette we have provided a Utility which will copy and decompress files as required. The Utility will run faster on a multi-drive system but minimizes the number of diskette mounts on a single drive system.

NOTE* TRSDOS Requires multi-drive generation.

Requirements

TRSDOS Model I users require 3 diskette sides for generation. 1 additional diskette will be required if you wish to BACKUP your scenario.

Double Density users require 2 Diskette sides for generation. 1 additional diskette will be required for BACKUP.

Formatting TRSDOS 35 Trk Diskettes

LABEL a blank diskette as Warriors and Warlocks (BOOT)

BACKUP a TRSDOS diskette to this diskette.

Delete all files except:

SYS0/SYS through SYS6/SYS

BOOT/SYS

DIR/SYS

BASIC/CMD

To kill password protected files use password F3GUM or NV34: e.g. KILL
FORMAT/CMD.F3GUM

Use command DIR :0 (S,I,A) to ensure all extraneous files have been killed.
The diskette must contain 52 Grans of free space.

LABEL a blank diskette as Warriors and Warlocks (INN).

BACKUP the BOOT diskette onto this (INN) diskette.

KILL the following files on the INN diskette:

SYS0/SYS, SYS6/SYS, BASIC/CMD

This diskette should now contain 62 Grans of space.

This procedure must be followed EXACTLY. Copying these files to a
formatted diskette WILL NOT WORK as the location of system files is critical to
TRSDOS operation.

LABEL a diskette as Warriors and Warlocks (SCENARIO).

BACKUP the stripped INN diskette to the SCENARIO diskette.

OPTIONAL: repeat the procedure for the SCENARIO diskette labelling the
new diskette as BACKUP.

ABEDOS/BAS

You are now ready to begin transferring files from the Distribution
Diskette to the three Scenario Diskettes. Place the BOOT Diskette in drive 0 and
type BASIC. When the BASIC logo displays READY >

place side A of the Distribution Diskette in drive 1, 2, or 3 and type
RUN"ABEDOS/BAS".

Press '0' to select Game Generation from the first menu.

Respond to the system requests with the menu number, 0,1,2, or 3, or 'Y'
or 'N' as indicated to describe your system configuration.

The Transfer Utility will request diskette mounts from time to time. A
request for the Distribution Diskette when it is already mounted means that the
file required is on the other side. Exchange Distribution Diskette sides and press
'ENTER'. Pay careful attention to which Scenario Diskette is requested for
output. The Transfer Utility will report on its activities, which consist of loading
as many files at a time as possible (in order to minimize diskette mounts on a
single drive system) before copying or expanding them to the output diskette.
When the flashing message GENERATION COMPLETE appears, you are ready to
play. (PRESS 'BREAK' TO RETURN TO BASIC)

When generating the WARRIORS' file, you will be asked to provide a
password; you may press enter to ignore passwords (recommended).

If more than one person will be playing the Game, it will be faster and
easier to create another set of scenario diskettes using TRSDOS BACKUP on each
of the new diskettes than to redo the generation at a later time. Be sure to
distinctly label each person's scenario diskettes so that they do not become
mixed. DO NOT use another person's diskette as a substitute for one of yours.

DO NOT Write Protect the Scenario Diskettes as the Game will update all
of them while it is running.

BACKUP

To Backup your diskettes after play, use the BACKUP mode of
ABEDOS/BAS. This function will copy only those files which have been updated to
the BACKUP diskette. Using TRSDOS BACKUP will be considerably slower and
will require the use of three more diskettes.

When making backups, consider using a second backup in rotation. If you
have an I/O error reading the SCENARIO diskette while writing onto your only
backup, you will probably have made recovery impossible.

RECOVERY

To recover, use the RECOVER mode of ABEDOS/BAS.

Store the Distribution Diskette in a safe place, away from children and
other pets, temperature extremes, and especially electrical equipment. Keep the
Backup diskette in a separate location from the Scenario Diskettes so that an
accident does not destroy both.

So your dog ate your Scenario Diskette? Don't send him to the pound yet.
Recreate the Scenario Diskette(s) using the ABEDOS generation function. Then
run the RECOVERY mode to bring the Scenario up to date.

When you are ready to play, place the BOOT Diskette in drive 0 and press 'RESET'.

Running the Game

The Game programs check that any program to be loaded or any file to be read or updated are Online before proceeding. While this results in slower execution, it permits the game to be run on a single drive single density system. Any time a file is not found, a message is displayed requesting a diskette mount. If you should inadvertently load the wrong diskette, the same message will appear as the check is re-done to ensure proper execution.

Single drive users will have occasional requests for diskette mounts. Users with more than one drive may load more than one diskette thereby reducing interruption of play. For single density double drive users, the SCENARIO diskette should be left in at all times, and the BOOT diskette should be exchanged with the INN diskette as required. Double density double drive users or single density three drive users may load all diskettes simultaneously for continuous sessions.

When diskette mounts are required refer to the following charts which list the location of files until you become familiar with locations. If you misplace this chart, try diskettes until you get the correct one.

BOOT Diskette Contents

ABEDOS/BAS	CHARGEN/BAS	DRAWVIEW/CMD
LOGOCTRL/BAS	KTOWER02/LVL	LTOWER01/LVL
MCOURTYD/LVL	NDUNGEON/LVL	ODUNGEON/LVL

INN Diskette Contents

ARMOURY/BAS	CAMP/BAS	CAMPEXIT/BAS
CHARGEN/BAS	CHARNEW/BAS	CHARPROC/BAS
DNGNINIT/BAS	MONASTRY/BAS	PRTYMSTR/BAS
SPELLS	WARRIORS	WEAPONS
UTILITY/BAS		

SCENARIO Diskette Contents

COMBAT/BAS	DNGNMSTR/BAS	ENCOUNTR/BAS
MELEE/BAS	PITSTOP/BAS	REORDER/BAS
RUN/BAS	ENCOUNTR	LARFILE
MESSAGES	TRAPS	TREASURE
SPELLS	WEAPONS	

