Level 9

Version 3.0
Macintosh Version 2.1

Level 9 Interpreter

By Glen Summers & David Kinder.

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Copyright and Distribution

Level 9 was originally written by Glen Summers and version 3.0 was developed from Glen's source by David Kinder. This Macintosh port is by Alan Staniforth <alan@apollonia.org>. Glen makes no statement about distribution anywhere in his source or binary distributions but as he has made both publicly available I assume he has no objection to free distribution. David Kinder has made version 3.0 Copyleft under terms of the Gnu General Public License. Please see the file gpl.txt in the "Documentation" folder for details; here is the short form:

The current version of **Level 9** (binary and source) should always be available from the Interactive Fiction Archive by FTP:

<ftp://ftp.ifarchive.org//if-archive/Level 9/interpreters/Level 9/>

or via the Web

<http://ifarchive.org/indexes/if-archiveXLevel 9XinterpretersXLevel 9.html >

or the Web mirror (fastest)

<http:// mirror.ifarchive.org/indexes/if-archiveXLevel 9XinterpretersXLevel 9.html >

Warning!

There are some minor, documented[1] instabilities in this port. (And no doubt some undocumented ones as well!) It is unlikely, in normal use that it will cause data-loss **but** if it decides to eat your email, hard disk, your dog, spousal appurtenance[2], children or yourself you are on your own. There is no warranty, express or implied. You use it at your own risk!

[1] See "Known Problems".

[2] For the politically correct.

Conventions used in this Manual

Applications names generally appear in bold face.

Menu Choices and Button Names appear in 12 point Chicago.

```
Text from the game terminal is generally presented in 9 point
Monaco.
```

Introduction

History

Level 9 was a small British company that in the ten years 1981-1991 published some of the best text adventure games written. They ceased publishing when it became clear that the market for text adventures was dying and found themselves unable to gain a foothold in the market for new forms of game. In many cases the hardware and OS platforms on which their games ran no longer exist and even where the hardware exists frequently the games fail to run under the current OS versions. So those of us who still like to play them have to use a third party interpreter. It was for this purpose that **Level 9** was written in 1996 by Glen Summers. It has since been updated to handle a larger range of game versions and to improve its LensLok and Manual lookup protection bypasses. This version (Macintosh 2.1) of **Level 9** is based on version 3.0 of the **Level 9** source.

Currently the main “reference” version is at 3.0 and this is my build of that plus a few minor enhancements.

What happened to “Level 9 Console”

This replaces it. With one exception it does everything that “Level 9 Console” did and does a lot more. That exception is: print. I haven’t added printing to **Level 9** yet but it should be possible.

Requirements

OS Requirements

Level 9 will probably run under MacOS version 7.1 and certainly under MacOS version 7.6 to version 9.x[3] and as a Carbon application on OS X. It is a FATCarbon binary and will run on both 68K and PPC hardware. (Under Mac OS 8.1-9.2 or Classic, even if CarbonLib is present, the Carbon version of the code is not used. This is because of sluggish event handling in Carbon under a classic OS.)

[3] I have only been able to test under 7.6 (68K and PPC) and 9.1 and 9.2, both under PPC. If any problems are encountered please let me know.

Game Requirements

To play the games the interpreter needs the data files from the original games. If your original game is from a platform where the game code and data file were integrated — BBC, Spectrum, several others — it may still work as **Level 9** searches the file for game data. This also works with some kinds of memory snapshots, such as the Spectrum .sna type.

If the file is compressed (for example the Spectrum .z80 type snapshot) it won't work. In this case a utility is required to extract the data file from the compressed file. For this purpose **L9Cut**, a utility written by Paul David Doherty and again ported to the Mac by Alan Staniforth is available from the Interactive Fiction Archive either via ftp:

<ftp://ftp.ifarchive.org//if-archive/Level 9/tools/>

or the Web:

<http://ifarchive.org//indexes/if-archiveXLevel 9Xtools.html >

L9Cut will deal with .z80 files but if you have some other Speccy snapshot format you may need the converter **SPConv**. I have done a rough port of that and may release it at some point but it isn't a priority at the moment.

- Note that no file used by **Level 9** must have a "path name" (the hard disk name, all the enclosing folders and the file name concatenated together) that is more that 255 characters long. This may change in the future .

Graphics Requirements

Version 3.0 of Level 9 supports the "vector" graphics used in many of the earlier games. In the Spectrum and several other versions these are embedded within the game and **Level 9** will usually be able to find the picture data within an .SNA file. On other platforms (for example PC, Amiga and Atari ST) the pictures came in separate files. To use these they need to be in the same folder as the game data file and to be renamed thus:

- If the game data file name ends in ".dat" then the picture file should be the same except it ending in ".pic". For example the game data file "**gamedat1.dat**" would need to be matched with a picture file called "**gamedat1.pic**".

- If the game data file does not end in ".dat" then the picture file must have the same name as the game file but with ".pic" appended to the end. Again, for example, the game data file "**Snowball**" would need to be matched by a file called "**Snowball.pic**".

Yes, I may at some point modify **L9Cut** to extract picture data and may also write a utility to fuse separate graphics and data files into one for greater convenience.

Just to avoid confusion I should make it clear that the graphics files referred to here are the ones where in the original distribution there is one graphics file and for each game. The later games (which had bitmap graphics) used multiple picture files and these will not work with Level 9 version 3.0

A note on game versions

Level 9 released their games in several different versions. **Level 9** can play most but not all of them. The following explanation / description is very lightly adapted from David Kinder’s note “Level 9.txt’ which also accompanies this distribution.

- v1 Used for the very earliest releases. Games which were released in this format include Colossal Adventure, Adventure Quest, Dungeon Adventure, Snowball and Lords of Time. **Level 9** version 3.0 does not support this version.

- v2 Used between 1984 and 1985. Games in this format were: Return to Eden, Lords of Time, Red Moon, Erik the Viking, Emerald Isle.

- v3 Appearing in 1986, this format was used by: Worm in Paradise, The Price of Magik, The Growing Pains of Adrian Mole, The Jewels of Darkness Trilogy (Colossal Adventure, Adventure Quest and Dungeon Adventure released as one package), The Silicon Dreams Trilogy (Snowball, Return to Eden and Worm in Paradise)

- v4 This was used for the Time and Magik Trilogy (Lords of Time, Red Moon and The Price of Magik), and all Level 9's new games from 1987 onwards: Lancelot, Knight Orc, Gnome Ranger, Ingrid's Back and Scapeghost.

Level 9 supports version 2, 3 and 4 but not the sub-form of version 4 sometimes called version five or “split data file” which was used on some Spectrum and Commodore releases.

A note on data file names

Generally it doesn’t matter very much what a game data file is called. If it in one that **Level 9** can understand and you ask it to open it, it will. There is one group of games where the name, or more precisely its format is important. On the PC, Amiga, Atari and Mac (and maybe other platforms) the version four games were released with three game data files. These were usually named something like:

gamedat1.dat, gamedat2.dat, gamedat3.dat

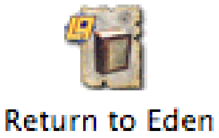
and when you started the game a menu would ask you to choose which one of the three games you wanted to play 1, 2 or 3. **Level 9** reproduces this behaviour and to do so requires that the three files be named as follows. The first part of the name can be *any* text (that your file system is happy with!) but must be the same for each file, next must came a number either 1, 2 or 3 and then a “.dat” suffix. So, for example the following:

gamedat1.dat, gamedat2.dat, gamedat3.dat
KnightOrc 1.dat, KnightOrc 2.dat, KnightOrc 3.dat
FooBar1.dat, FooBar2.dat, FooBar3.dat

would all be valid for the three games of the version 4 “Knight Orc” trilogy.

Game file type

Having obtained your game data file it will help (although it isn’t essential) if its type and creator are set so the OS recognizes it as a **Level 9** file. You can do this either by dragging the file(s) onto the “**Game Typer**” tools found in the “Utilities” folder or onto **L9Cut**. The “**Game Typer**” tools will change the type of the file you drop on it, **L9Cut** will produce a new file with the correct type &c. A correctly typed game data file will look like this:



Note that the two “**Game Typer**” tools are AppleScript droplets. You need to use the one specific to your OS version – the “(MacOS X)” version will not work on earlier versions of the OS and the “(Classic)” version will not work on OS X.

Support

If you have any questions, please contact **me** not Glen Summers (I don’t think he has anything to do with **Level 9** these days.) I will do my best to respond to email inquiries sent to Alan Staniforth <alan@apollonia.org> fairly promptly but if I am away on holiday or occupied with work related matters then there will be delays. **Level 9** is a personal project, maintained in my free time. I do my best within those constraints to help people with problems and queries. I do though reserve the right to decide that a particular query is too complex to deal with.

Credits/Acknowledgements.

Level 9 is copyleft freeware and was written by Glen Summers with game data information from Paul David Doherty. Version 3.0 was developed by David Kinder. Many people have contributed data and time to the project.

I owe a great debt of gratitude to all those public spirited people who have made Mac code samples available from various sources, particularly Marco Piovanelli for the WASTE text engine, Metrowerks for CodeWarrior and the many contributors to comp.sys.mac.programmer.* from whom I have learnt so much over the years.

Installation

Extract **Level 9**, the “Utilities” folder and any documentation you want available from the distribution archive and put them in a convenient folder. The application is distributed in “FATCarbon™” form which means it will run either under 68K or PPC if you are running OS 9.2 or earlier and under Carbon if you are running OS X

The file “WASTELib:

WASTELib

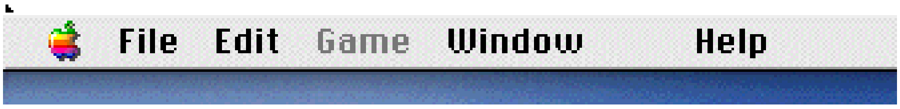
must be either in the same folder as **Level 9** or in the “Extensions” folder (use /Library/CFMSupport or ~/Library/CFMSupport instead of “Extensions” under OS X.)

Launching Level 9.

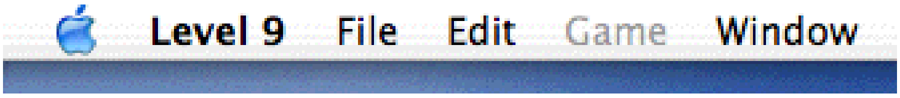
There are three ways you can launch **Level 9**; Firstly via double-clicking the application, a game file or a saved game file; secondly via Drag-and-Drop and thirdly via Apple Events.

Double-Clicking

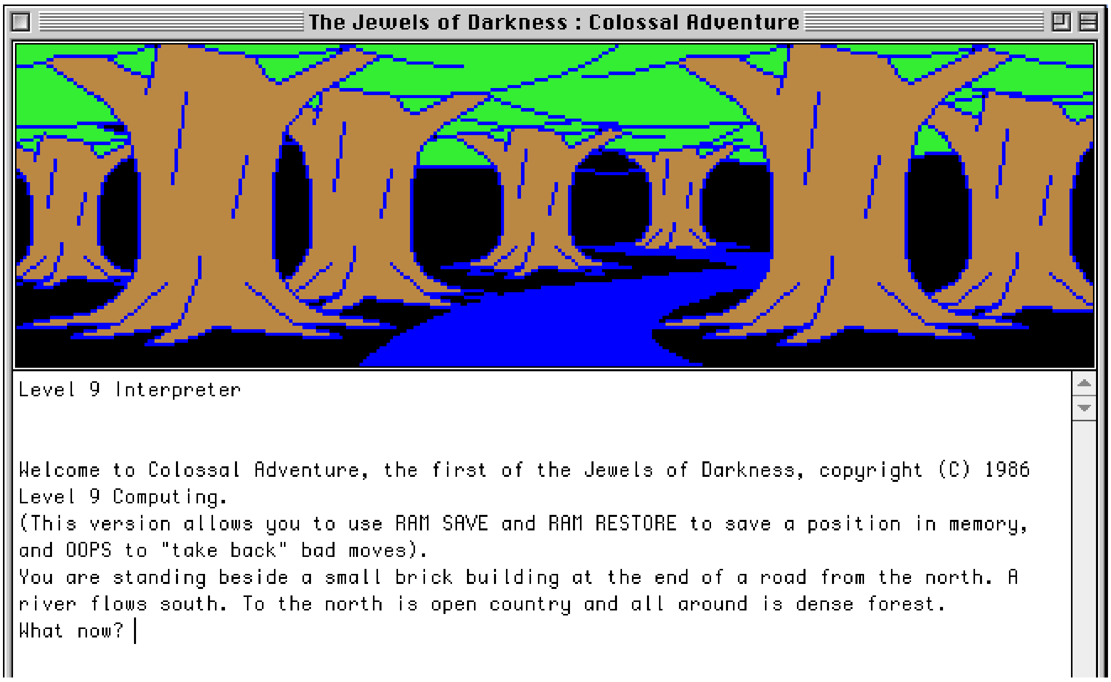
- Just like virtually every other application you can launch **Level 9** by double-clicking its icon. After it launches you will see a menu bar looking much like this:



or this in MacOS X:



- If you double-click on a game file then the application launches and the game starts running. **Level 9** makes a guess (based on the text that is displayed) at which game is running and sets the window title appropriately. If it can’t identify the game it just uses “Level 9”. The newly opened window will look something like this:



```
Level 9 Interpreter


Welcome to Colossal Adventure, the first of the Jewels of Darkness, copyright (C) 1986
Level 9 Computing.
(This version allows you to use RAM SAVE and RAM RESTORE to save a position in memory,
and OOPS to "take back" bad moves).
You are standing beside a small brick building at the end of a road from the north. A
river flows south. To the north is open country and all around is dense forest.
What now? |
```

If an adventure is already running the new one will start in a new window. If it can't find the game a window will open with an error message in it reporting the problem.

- If you double-click on a saved game file:

Return to Eden save.1

then **Level 9** will launch and if it can find the game data file belonging to that save game file it will load that game and restore the position from the saved game file:

```
Level 9 Interpreter



Welcome to Colossal Adventure, the first of the Jewels of
Darkness, copyright (C) 1986 Level 9 Computing.
(This version allows you to use RAM SAVE and RAM RESTORE to save
a position in memory, and OOPS to "take back" bad moves).
You are standing beside a small brick building at the end of a
road from the north. A river flows south. To the north is open
country and all around is dense forest.
What now?
Game restored.
What now?
```

```
You are in open countryside. A road leads to a building in the
south, surrounded by woods. A spire rises into the clouds
beyond.
What now?
```

If **Level 9** can't find the game file a window will open with an error message in it reporting the problem:

```
Level 9 Interpreter



Unable to load: Bones:Development:MyProjects:Level 9:Jewels of
Darkness (PC):COLOSSAL.DAT
Error: Unable to open game file
Press any key.
```

Under some circumstances with some games the attempt to restore may not may not work, even if **Level 9** can find the game file — see the "Known Problems" section for more information.

Drag-and-Drop

Drag-and-Drop to the Application Icon

This works exactly as you would expect from the last section. Drop a game data file or a saved game file on the application icon and the application will launch (or switch to the front if already running) and the game you dropped will start running or be restored as described above.

Apple Script

You can also control **Level 9** via AppleScript. Here's an example script:

```
tell application "Level 9"
	activate
	open {alias "Macintosh HD:Level 9 Games:Colossal.dat"}
end tell
```

Compile and run this and **Level 9** will launch/come to the front and start the game you have indicated. If you send multiple files each will be opened.

This very limited AppleScript repertoire is recordable.

I *may* expand the AppleScript dictionary in future versions and hope to continue to keep things recordable. A long term project is to allow someone to play a game via AppleScript.

Playing Games in Level 9

General Play

I'm not going to cover the commands etc. actually used to play the games. Those, obviously, are specific to each game (although many commands are used by all games.) From the play point of view you simply type your commands in at the prompt in the console window exactly as if you were playing it on the original hardware.

If you have lost your manuals and can't find details of game specific commands or even general details of how to play, take a look at:

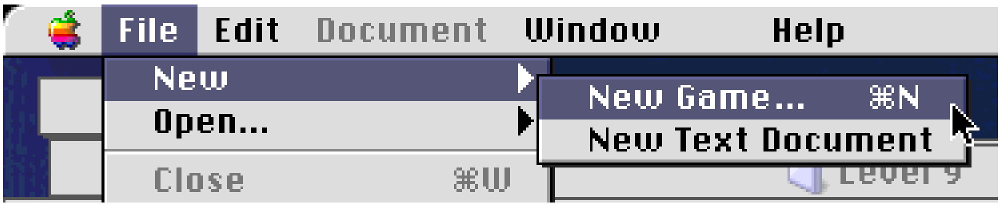
http://ifarchive.org/indexes/if-archiveXLevel 9Xmanuals.html

and the game novellas can be read at::

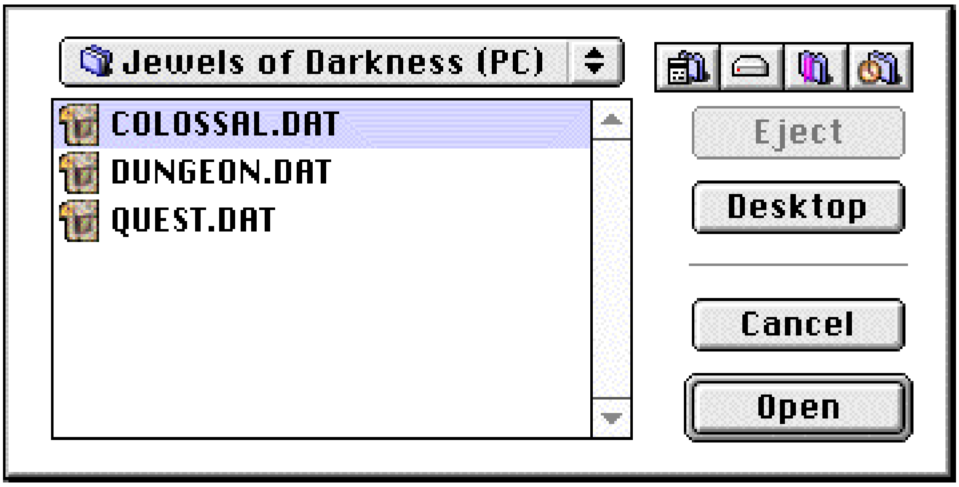
http://members.netscapeonline.co.uk/jeremyalansmith/Level 9/

Starting a Game

As described above you can start a game by double-clicking or dragging-and-dropping the game data file or a saved game file. Alternatively, if **Level 9** is running you can choose "Open" or "New Game…" (from the "New" sub-menu.)



In either case a Standard File (or Navigation Services) dialog opens which allows you to select either a game data file or a saved game file to open. The effect is exactly the same as double-clicking on the same file.



There is a slight difference between the two menu operations. “New Game…” will only allow you to choose a game data file or saved game file. “Open” will allow you to select text files as well, which brings us to:

Starting a New Game in an open Game Window

This is slightly different! If you drag a game data file to a game window the current game will be replaced by the new game. Here’s an example of Knight Orc being dropped into a window where Colossal Adventure is already running:

```
Level 9 Interpreter



Welcome to Colossal Adventure, the first of the Jewels of
Darkness, copyright (C) 1986 Level 9 Computing.
(This version allows you to use RAM SAVE and RAM RESTORE to save
a position in memory, and OOPS to "take back" bad moves).
You are standing beside a small brick building at the end of a
road from the north. A river flows south. To the north is open
country and all around is dense forest.
What now?
Welcome to Knight Orc, copyright (c) 1987 from Level 9 Computing
and Rainbird. (This version allows you to use RAM SAVE and RAM
RESTORE to save a position in memory, and OOPS to take back bad
moves).

Grindleguts struggled awake, groaning piteously. The world
bucked and swayed, his headache was agony and he ached in every
limb. Grindleguts' mouth tasted like a Hobbit's armpit and he
seemed to have lost another tooth - he could not quite remember
what had happened after they captured the Inn, yesternight, but
he was sure it must have been fun! He moaned again and prepared
to wallow in his hangover.

A sharp object stabbed at Grindleguts' ribs again, interrupting
his enjoyment of his misery. Grindleguts risked ungluing one
bloodshot eye and squinted at the world. A shaft of sunlight
stabbed back. It was still light. It was very light! Some idiot
had woken him in the middle of the day!
What now?
```

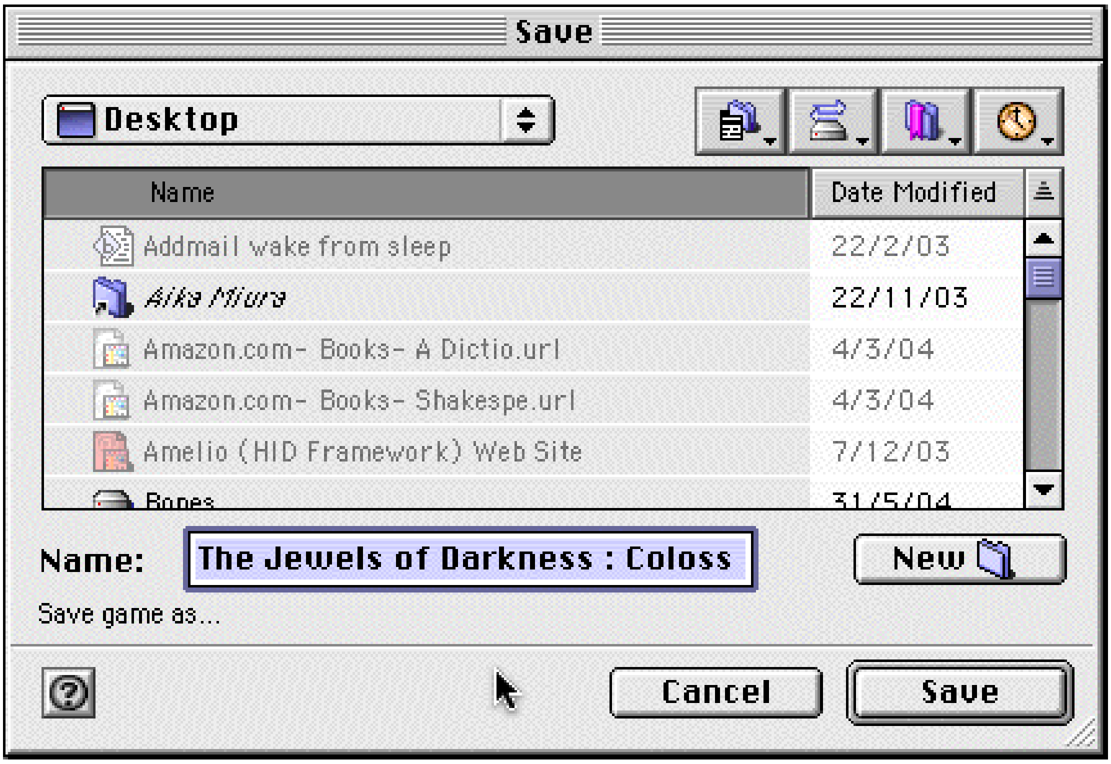
Opening/Creating a Text Document

Level 9 incorporates some basic text editing functions and this allows you to keep notes as you play a game. You can create a new text document by choosing “New Text Document…” (from the “New” sub-menu). You can open one via the “Open” option from the “File” menu or by drag-and –drop (or double-clicking if it’s a Level 9 text document.) When a text document is open in the front window the “Game” menu title changes to “Document”.

Saving a Game

While playing the "save" command issued from the command line allows you to save your current position. You can also save the game by choosing the "Save" option from the "File" menu which issues a 'save' for you. As yet there is no menu option for 'restore'.

Issuing this command opens a save file dialog (either Navigation Services or Standard File):



Name	Date Modified
Addmail wake from sleep	22/2/03
Aika Miura	22/11/03
Amazon.com- Books- A Dictio.url	4/3/04
Amazon.com- Books- Shakespe.url	4/3/04
Amelio (HID Framework) Web Site	7/12/03
Bones	31/5/04

Name: The Jewels of Darkness : Coloss

Save game as...

For greater authenticity (at some cost in convenience) you can set a preference flag (see preference section) that will let you use the standard method of entering the file path name on the command line.

Saving a Game Log

You can save the text in the terminal window as a log if you want a quick way of remembering/reviewing your play to date. To do this, choose the "Save Terminal Text..." option from the "File" menu and a Save As... Standard File dialog opens to allow you to choose where to save the file. The saved file is a **Level 9** text file and can be opened for editing in the game or any text editor.

This does not allow you to use "Command-S" as a short-cut to update the log. That will still trigger a save of the game.

Saving a Text File

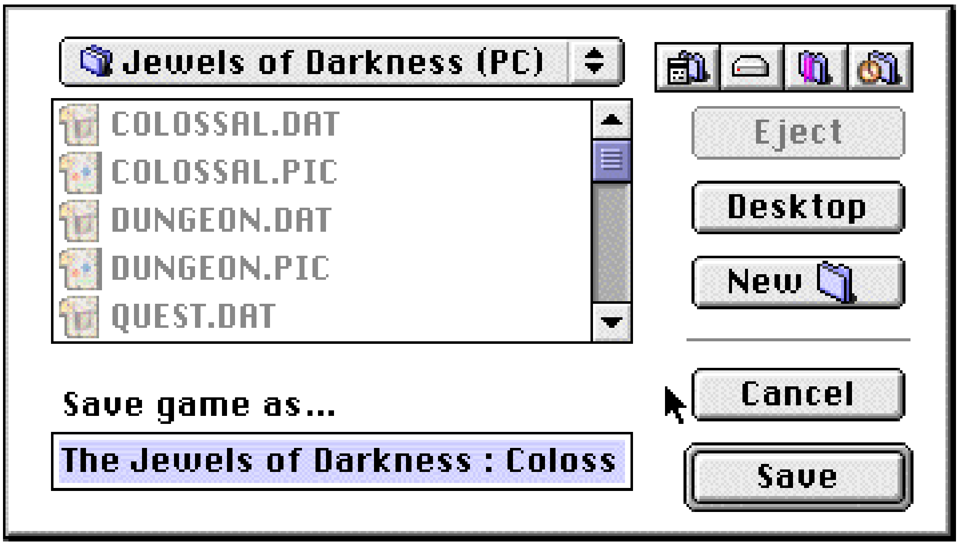
A new text file can be saved by choosing the “Save As…” option from the “File” menu and subsequently updated by choosing “Save” option from the “File” or pressing Command-S.

Restoring

By Terminal Commands

While playing the “restore” command allows you to restore a previously saved position. (There is currently no direct menu equivalent of this unlike “Save”, “Open” does not issue a terminal command but acts the same way as double-clicking or drag-and dropping a file to the application icon.)

As with ‘save’, by default issuing this command opens a Navigation Services / Standard File Open dialog to save or select a file as appropriate:



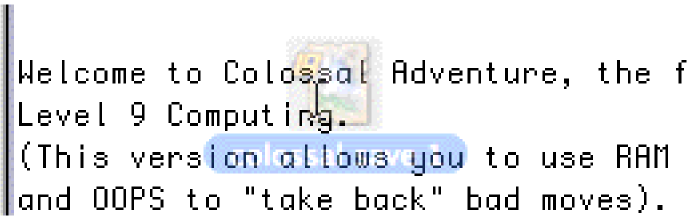
Save game as…

The Jewels of Darkness : Coloss

In the case of a ‘restore’ you may have to answer a copy-protection question first. The same preferences option as for ‘save’ allows you to omit the file selection dialog and use the command line only to specify the file.

By Drag-and-Drop to a Game Window

You can restore a game position by dragging a save game file to the game window:



```
Welcome to Colossal Adventure, the f
Level 9 Computing.
(This version allows you to use RAM
and OOPS to "take back" bad moves).
```

the running game will be restored or a new game loaded as appropriate. If the saved game file doesn’t match the running game you will be prompted to confirm you do want to restore with that game:

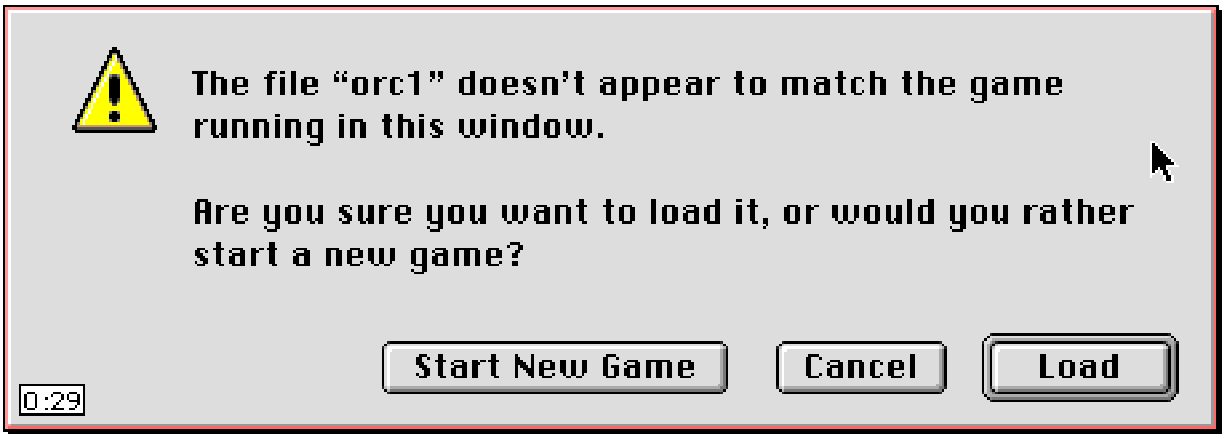
```
Level 9 Interpreter


Welcome to Colossal Adventure, the first of the Jewels of
Darkness, copyright (C) 1986 Level 9 Computing.
(This version allows you to use RAM SAVE and RAM RESTORE to save
a position in memory, and OOPS to "take back" bad moves).
You are standing beside a small brick building at the end of a
road from the north. A river flows south. To the north is open
country and all around is dense forest.
What now?
Warning: game path name does not match, you may be about to load
this position file into the wrong story file.
Are you sure you want to restore? (Y/N)
Sorry, unrecognised format. Unable to restore

You are standing beside a small brick building at the end of a
road from the north. A river flows south. To the north is open
country and all around is dense forest.
What now?
```

Additional Methods of Restoring

In addition to issuing the two techniques described above you can also restore saved positions by double-clicking on the saved game file, by dragging it to the application icon or by choosing it from the dialog opened by choosing “Open…” option from the “File” menu. All these behave in much the same way once a file is chosen. **Level 9** will try to load the file as a restored position if (a) there is only one game running and (b) it appears to match the running game.

If the Running Game Doesn’t Match

If it doesn’t match the running game then this Alert opens:



The file “orc1” doesn’t appear to match the game running in this window.

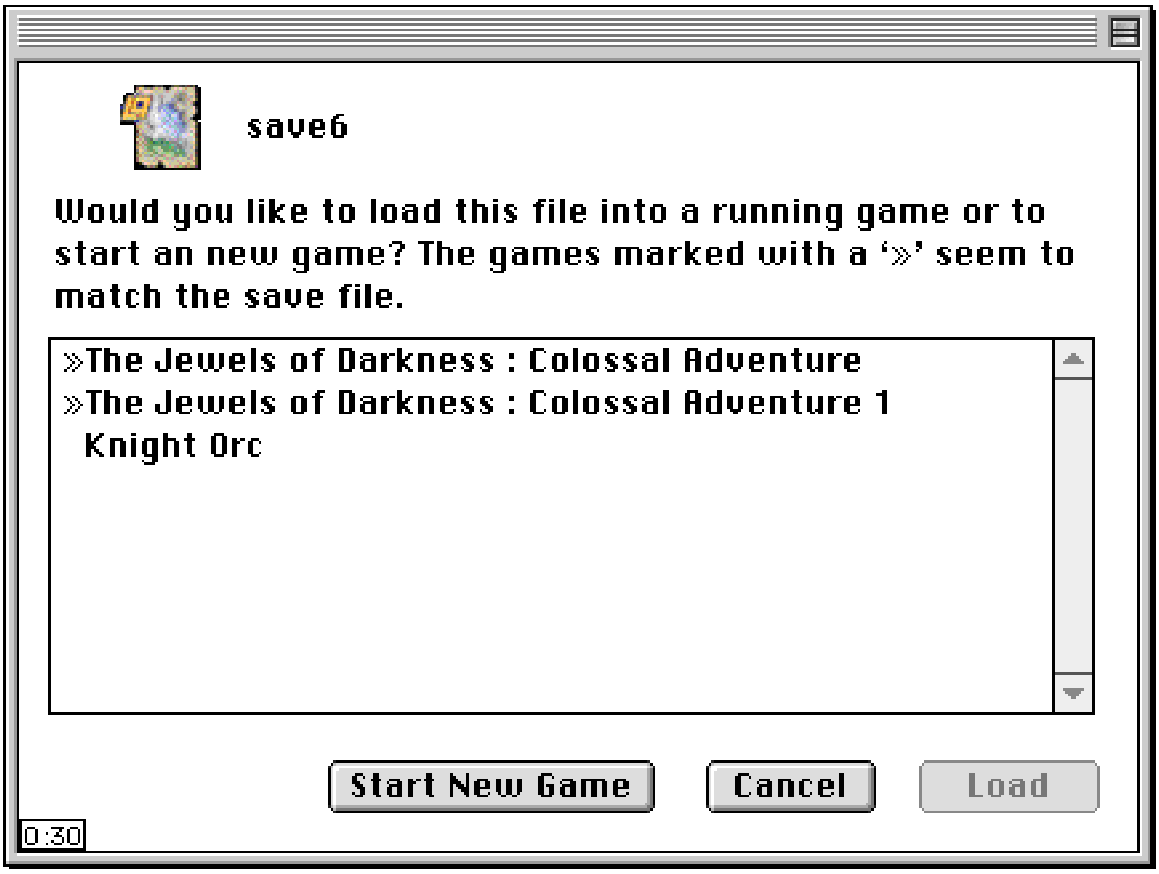
Are you sure you want to load it, or would you rather start a new game?

The options are pretty clear. You can either start a new game that matches the save game, cancel or restore. PLEASE NOTE: If the saved game file doesn't really belong to the game being played and you choose "Load", the interpreter will crash, so be careful.

A little note on restoring. **Level 9** tests whether a save file matches a running game by checking to see if the game file path name stored in the save game file matches the pathname of the running game. So, in practice, if the game data file has been moved between when the saved game file was created and when this game was started then **Level 9** will think the saved game file doesn't match. In this case it is entirely safe to load the game. However trying to load a saved game from one version of the adventure into another may well fail.

More than One Game Already Running

If there is more than one game already running you will see the following dialog:



save6

Would you like to load this file into a running game or to start an new game? The games marked with a '»' seem to match the save file.

»The Jewels of Darkness : Colossal Adventure
»The Jewels of Darkness : Colossal Adventure 1
Knight Orc

Again, pretty self explanatory. When you select a game in the list the “Load” button will high-light. The warnings in the previous section about loading a game into the wrong game apply here as well.

Problems with Restoring in some Three-Part Games

All of the restore methods described above (except entering ‘restore’ on the command line) use the same code as used by the ‘#restore’ command (described in the “Special Commands” section.) This is important because this code has limitations that ‘restore’ does not. In the later three part games if you use ‘restore’ you can safely restore to a position in a different part of the game to that which you are currently playing. The game takes care of this for you behind the scenes.

The ‘#restore’ code however does not do this. If you are playing part 2 of “**Scapeghost**” and want to restore to a position in part one you would need to load a new game playing part one first. This doesn’t sound two much of an imposition however with some of the later three part games you cannot do this. Specifically “**Knight Orc**”, “**Gnome Ranger**” and to and extent “**Lancelot**” will not let you load and run a specific part instead forcing the load of any part to start part one running. The only solution is to use the “proper” ‘restore’ so the game does the loading of the needed part for you. I *may* be able to fix this in a future version but please don’t hold your breath, it is extremely tricky. **Please note**: in the early three part games — those where each part was originally written as an individual adventure — even ‘restore’ will not restore between sections of the game.

Issuing Commands

Basic Function

Type the command at the prompt in the game window and press <Return> or <Enter>. For example:

```
You are standing beside a small brick building at the end of a
road from the north. A river flows south. To the north is open
country and all around is dense forest.
What now? look. south. south


You are standing beside a small brick building at the end of a
road from the north. A river flows south. To the north is open
country and all around is dense forest.
You are in a valley beside a stream which cascades along a rocky
bed on its way south. The valley is lined by woodland trees and
you can hear birds singing from their branches.
You are in a tree-lined valley beside a stream which seeps away
down many small cracks in the ground. Downstream, to the south,
the valley narrows and the streambed contains only dry rocks.
What now?
```

It doesn’t matter where the insertion point is when you press <Return>. If the insertion point is not at the end of the command text the whole command text is still submitted. For example if you press <Return> at this point with the insertion point before the second south:

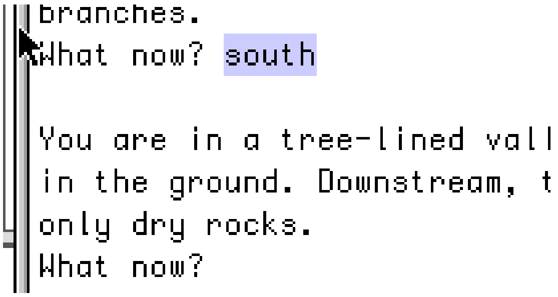
```
You are standing beside a small brick building at the end of a
road from the north. A river flows south. To the north is open
country and all around is dense forest.
What now? look. south.| south
```

The result will be exactly as shown in the example above.

You can type and enter a command while the new “atmospheric” graphics are drawing. There is no need to wait for completion of the picture.

Using the Selection as a Command

If you select some text further back in the window, like this:



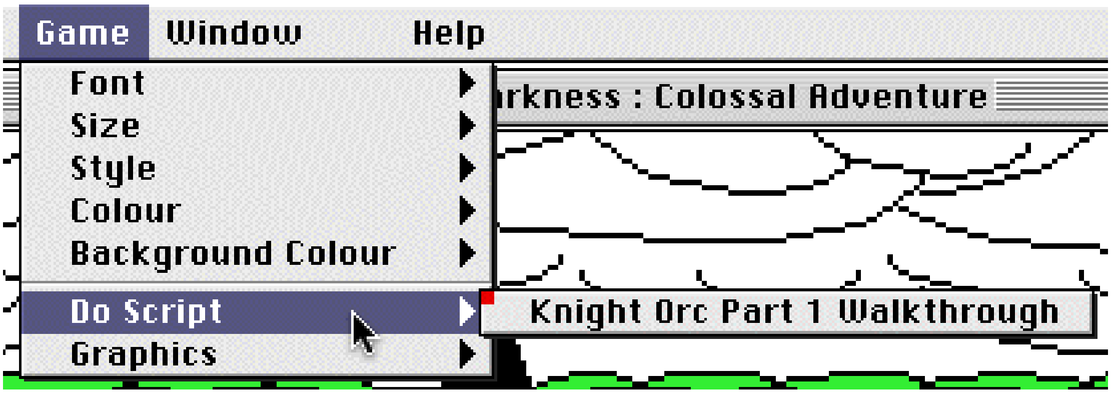
```
branches.
What now? south

You are in a tree-lined vall
in the ground. Downstream, t
only dry rocks.
What now?
```

and then press <Enter> the selected text is issued as a command. The result would look like this:

```
You are in a valley beside a stream which cascades along a rocky
bed on its way south. The valley is lined by woodland trees and
you can hear birds singing from their branches.
What now? south

You are in a tree-lined valley beside a stream which seeps away
down many small cracks in the ground. Downstream, to the south,
the valley narrows and the streambed contains only dry rocks.
What now? south

You are in a 20-foot depression in a deep, narrow valley sloping
down to the south. The steep sides of the valley are overgrown
with brambles.
There is a large padlocked grate set into the ground.
What now?
```

Using a Script

Level 9 provides a way to execute a whole series of commands automatically. If you enter the commands in a text file and place them in the folder called "Scripts" which you will find in the folder "Level 9" which you will find in the "Preferences" folder. Text files placed in here will appear in the sub-menu "Scripts" of the "Game" menu:



Editing the Command Line

A command line can be edited by standard Macintosh text editing conventions. The arrow keys move left and right, up and down (if the command covers more than one line — otherwise up and down move you to the beginning and end of the line respectively.). Copy, Cut and Paste work as usual – both by the usual keyboard short cuts and via the "Edit" menu.

You can also use drag-and-drop to edit your text.

Command Line Recall

New in MacOS version 2.1 is a command line history. If you press <Control>+<Up Arrow> the current command line will be replaced by the previous command line. This can be repeated back through the previous 48 commands. As you might expect, <Control>+<Down Arrow> moves you back down through the command history. A recalled command line can be edited before being submitted.

Editing Non-Command Line text

Text before (and including) the current prompt cannot be altered. You can select it for copying or drag-copying but cannot cut it or paste new text in or move text around within it.

If you wish to edit text in this area for a log, notes or similar purpose, copy it, paste it into a new text document and save that.

Closing a Game

- To finish playing a game choose “Close” from the “File” menu or click in the window’s close box. The window will close immediately. **NOTE**: You will be prompted to save the game unless you have changed this behaviour via the “Preferences…” dialog..

- The ‘quit’ command issued at the command line doesn’t quit the game, it just restarts it.

- Also see the “#quit” command described below for yet another behaviour.

Special Commands

In addition to passing your typed commands through to the interpreter engine **Level 9** implements a number of commands for special purposes All are indicated by having a hash symbol “#” as their first character. They are as follows:

#restore

This acts like a command line version of double-clicking a save-game file in the Finder. You are prompted for a file name and the interpreter tries to load that file as a saved game position. The advantage of this command over s simple “restore” is that it bypasses any protection mechanism built into the game – e.g. manual lookup, LensLok etc. Please note though the limitations on its use in some three part games described in “Problems with Restoring in some Three-Part Games” above

#save

This command bypasses the interpreter when saving and so omits some annoying prompts.

PLEASE NOTE: I haven’t tested this extensively but the moderate amount of testing I have done has found no problems.

#quit

When this command is issued the game stops running and the window closes. Again, this is not an application quit command, just a game quit.

#picture

If graphics are available, shows the picture specified as a number after the picture command, e.g. "#picture 520".

#cheat

A bypass for the protection which asks you to look up a specific word in the manual. #cheat will find and enter it for you.

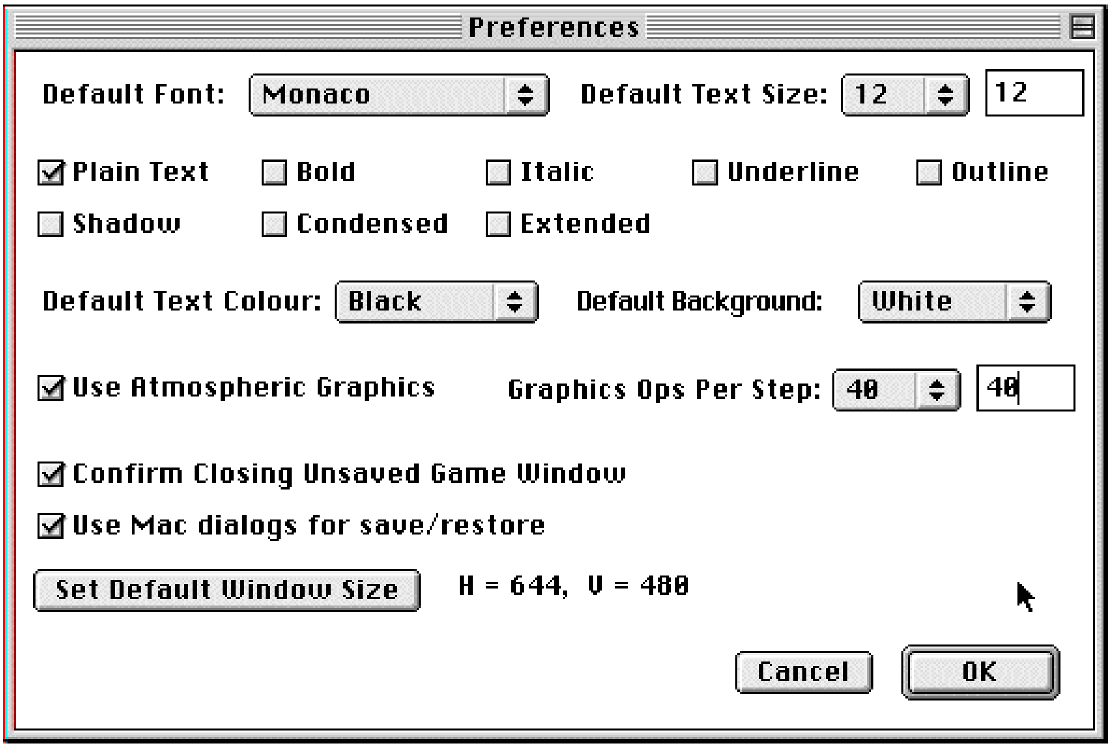
#dictionary

This command lists all the words in the game's dictionary.

Preferences

The "Preferences…" option at the bottom of the "Edit" menu (or the second item on the "Level 9" menu under OS X) opens a dialog which allows you to set various default aspects of Level 9's behaviour.

The upper part is simple enough.:



Default Font: Monaco

Default Text Size: 12 12

☑ Plain Text □ Bold □ Italic □ Underline □ Outline

□ Shadow □ Condensed □ Extended

Default Text Colour: Black

Default Background: White

☑ Use Atmospheric Graphics

Graphics Ops Per Step: 40 40

☑ Confirm Closing Unsaved Game Window

☑ Use Mac dialogs for save/restore

H = 644, V = 480

Default Font: This pop-up menu allows you to set the default font that Level 9 will use in a game window.

Default Text Size: This pop-up menu and associated editable text box allow you to set the default size of text in a game window.

Plain Text, Bold, Italic, Underline, Outline, Shadow, Condensed and Extended: These check boxes are used to set the default style of game window text.

Default Colour: This pop-up menu allows you to set the default colour used for game window text.

Default Background Colour: This pop-up menu allows you to set the default background colour used for game windows.

(Sorry for the limited colour choice – I may find a way to extend this in future, but for the moment I'm sticking with this basic set.)

Use Atmospheric Graphics: If graphics are available then checking this preference causes Level 9 to display them by drawing them in stages as the original games did.

Graphics Ops Per Step: If atmospheric graphics seem to be displaying too slowly for you (they should take a maximum of about five seconds) then increasing the number in this preference may speed things up for you. If even that is not fast enough it is probably best to disable atmospheric graphics.

Reducing the number will increase the number of steps taken to draw a graphic if you feel that is more authentic (This will slow graphics down on some machines, with very low numbers on almost any machine.)

Confirm Closing Unsaved Game Window: If you try to close a window having made moves since your last save you will be prompted to save the game before closing.

Use Mac dialogs for save/restore: Toggles the use of Mac Standard File dialogs by **Level 9**. If this is unchecked then **Level 9** will ask you to enter file names for opening or saving to on the command line; if checked **Level 9** will use Standard File dialogs.

Set Default Window Size: Clicking on this button opens a window whose size you can adjust to set the default size of new game windows. Clicking in the close box or using <Command-W> accepts your changes, <Command-.> ignores your changes.

Please note that the set size will not (usually) be exactly used by new game windows as they are adjusted to ensure that an exact number of lines fit in the text space and ensure that the window will fit on your screen.

Graphics

As you can see from the illustrations this version of **Level 9** supports one of the forms of graphics used by the various version of Level 9 games. If they are embedded in the game data file or are in a properly named file **Level 9** will detect their presence and display them. If you don't want them enter:

```
text
```

at the command line and they will vanish. Similarly, entering:

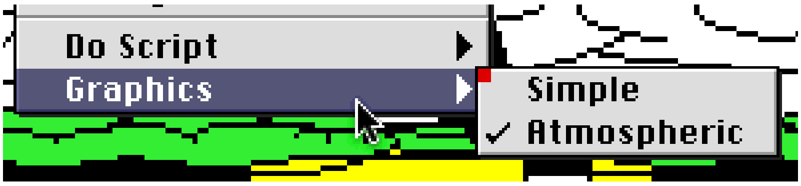
```
graphics
```

will make them reappear.

The games known to have these graphics are the "*Jewels of Darkness*" and "*Silicon Dreams*" trilogies, and some versions of "*Emerald Isle*", both Adrian Mole games, "*Erik the Viking*" and some versions of the "*Time and Magik*" trilogy (the C64 console and possibly some Speccy versions).

The graphics size increases and decreases with the size of the window but is never larger than twice the original size.

In this new MacOS version (2.1) there is now an option to have the graphics draw "atmospherically", IE in stages as the original games did. This can be activated / deactivated via the last item on the "Game" menu:



And globally for each new game via the "Preferences…" dialog.

Changing the Game Window

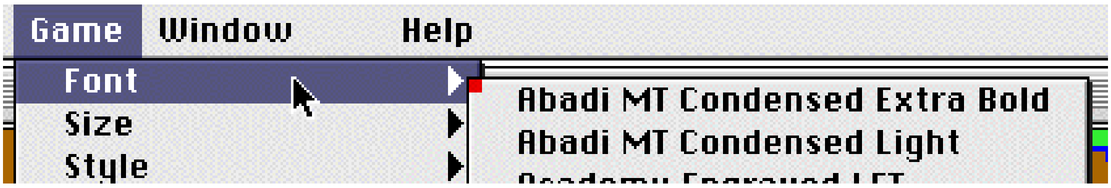
Basics

You can do all the usual things you would expect to be able to do with a Mac window. Move it around, change its size, zoom it, etc.

One small note on Zooming. The zoom box toggles the window between whatever was the last size you set it to by dragging the grow box and the "Standard" size — the size that either (a) shows double the original game's graphics size exactly; or (b) fits completely within your screen boundaries; whichever is the smaller.

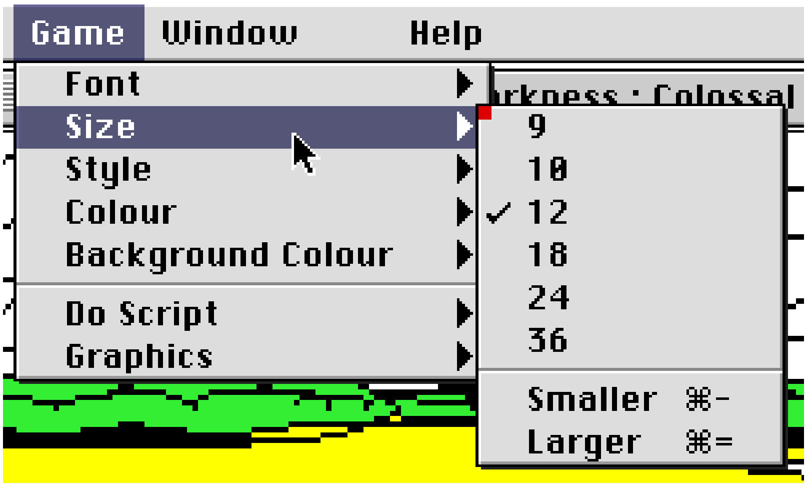
Changing the Text with the "Game" Menu

The "Game" menu contains various sub-menus which let you change the appearance of the text in the game terminal window and its background colour. The submenus are "Font":

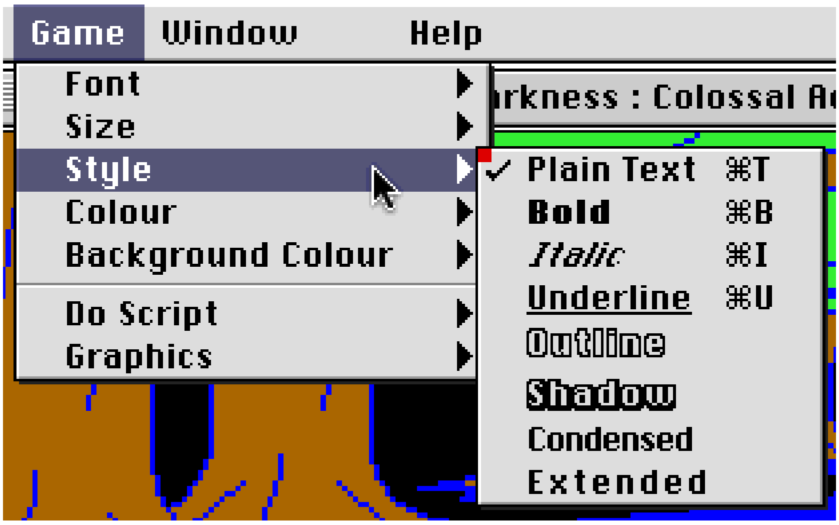


which, obviously enough, will allow you to set the font the window uses and also as you would expect displays all the active fonts you have installed on your system.

The next sub-menu is “Size”:



which again obviously enough changes the size of the terminal text. The “Style” submenu:



allows the use of the standard QuickDraw styles for the terminal window text and “Colour” and “Background Colour” both allow you to choose one of eight colours for the terminal text and its background.

The use of the “Do Script” submenu was described in the “Issuing Commands” section above.

With all these commands the *entire* terminal text changes, not just the selection.

When you have a text document rather than a game as the frontmost window the “Game” menu changes it’s title to “Document” menu.

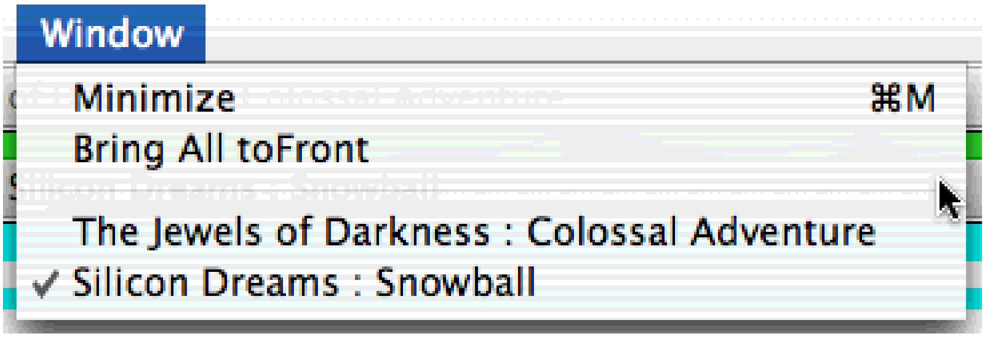
Using the “Document” Menu with Text Documents

If you have a text document front-most the “Document” menu behaviour is somewhat different. To start with the “Do Script”, “Background Colour” and “Graphics” submenus are disabled.

Secondly, the change is applied only to whatever text you have selected in the window.

The “Window” Menu

This shows all the currently open windows and choosing a window from it brings that window to the front. In addition it has two other items:


Window
Minimize ⌘M
Bring All toFront
The Jewels of Darkness : Colossal Adventure
✓ Silicon Dreams : Snowball

“Minimize” and “Bring All to Front”. “Minimize” is only enabled if the Appearance Manager is available or in Mac OS X and is used to either shrink the window to its title bar (MacOS 9.2 or earlier) or shrink it to an icon in the Dock (MacOS X.)

“Bring All to Front” is only enabled in MacOS and has the usual behaviour of bringing all **Level 9**’s windows to the front.

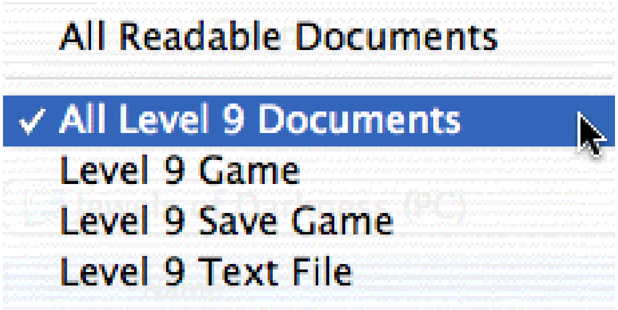
Known Problems

• Carbon Version only runs under OS X

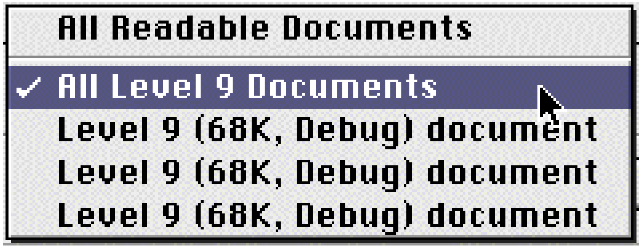
This is a deliberate choice on my part. Event handling under Carbon when running on a “classic” OS version seems very slow with the result that long text passages (e.g. the #dictionary output) display slowly. If you really want a Carbon version that runs under OS 8.1-9.2+ CarbonLib please let me know and I’ll send you one.

• Navigation Services File Type Pop-up Menu Broken Under Classic OS Versions

In theory the Navigation Services dialog allowing you to choose a file to open should have a pop-up menu at the bottom which looks like this:



For some reason I do not understand this does not work under Classic versions of Mac OS (although it's fine under OS X). Under classic versions of the OS the pop-up looks like this (or similar):


All Readable Documents
✓ All Level 9 Documents
Level 9 (68K, Debug) document
Level 9 (68K, Debug) document
Level 9 (68K, Debug) document

I have no idea what is happening here and nothing I have tried has fixed it so I have disabled this pop-up for the time being under classic OS versions. This allows any file to be chosen.

• Restore Problem

As described in "Problems with Restoring in some Three-Part Games" you cannot use this command to restore to a different part of a three part game to that which you are playing. I *may* be able to get a work round for this but it isn't a priority at the moment. Even if I can, it still won't work for the early games where each part was written as an individual adventure as even 'restore' doesn't work between games for these.

Futures

I will do my best to keep this up to date with any publicly released changes to the main source.

I hope to add better Apple Event support.

Improved logging.