

Hills 1.2

Released: 13 August 2006

Installation

To install the screen saver version of Hills you should be able to just double click on Hills.saver and it will automatically be installed. If that doesn't work copy the file to "~/Library/Screen Savers" where ~ is your home folder.

To install the application version of Hills, just copy it to your Applications folder.

The source code for Hills is freely available under the GNU General Public License. Due to my data transfer limit I have made to source code a separate download which can be found by going to the website: <http://homepage.mac.com/cskent/hills/>

Instructions

The application version has the following controls

- **a** and **z** keys move camera height up and down.
- **s** and **x** keys increase and decrease the 'look ahead' distance.
- **up** and **down** arrow keys increase and decrease speed during animation.

When you pause the animation using the Space Bar, you can:

- use the **up** and **down** keys move camera forwards and backwards when in **paused mode**.
- **click mouse** and **drag** to rotate camera angle.
- **scroll** button on mouse (or 2 fingers on a new trackpad) to zoom in and out.
- You can combine clicked mouse dragging and the up and down keys to explore the virtual world, when in paused mode.

If you make the hills too big and the camera height too low, you will fly straight through the hills. Some people may see this as a bug, but the truth is I haven't created the software to prevent this from happening.

If you are getting poor performance on a slow Mac, reducing the grid size or in other words, the number of triangles used to make the hills, this will have the biggest improvement. Hills tends to use a lot of **VRAM (video memory)**. If your computer **only has 32 MB of VRAM** you might need to reduce the grid size to a very low setting. If you don't you could see corrupt grass textures.

If the animation you see is not very smooth it could be because your computer is doing other tasks in the background. Hills works best when there isn't any other software putting a big load on the computers processor.

Contacts

The Hills software was developed on a G4 12" Powerbook, without a team of testers on different machines, so if you find any bugs please e-mail me. Alternatively if you'd like to e-mail me to say how much you like Hills and what you'd like in the next version that would be cool!

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