

Greetings...

If you do NOTHING else, visit

<http://www.mindspring.com/~jrwolf/warbirds.html>

I am NOT kidding about this!!!

Burn the above line into your very soul, updates and patches will be announced and placed there!!! In addition many questions that may otherwise seem to require tech support can be answered there..

Greetings this is the THIRD Macintosh "Production" release of Warbirds (version 1.10r0). There are still a number of problems with the user interface and some things broken that will be fixed shortly but I had to get a functioning version out the door in time for the Fortress Germany scenario. Kindly read the CHANGES.TXT file for game play related changes.

More comprehensive documentation can be found in the wbhelp program included with this distribution.

Bugs fixed.... Well having to use a connection tool wasn't exactly a bug but it did confuse alot of people, so that's toast and networking and serial comms are now built into the program. The "Type 11 on fly" thing should be history as well. There are a couple of other potential crash bugs lurking about though, so if you do get Type 11's fill out the bug report found on the web page above and TRY PLEASE to be comprehensive.

Greetings again. This is the SECOND Macintosh "Production" release of Warbirds (v1.09r0). A number of things to do with gameplay have changed in this version. For more information read CHANGES.TXT. For in depth documentation read the wbhelp "program" included with this distribution set.

AN IMPORTANT NOTE ON ART FILES FOR 1.09 : Your 1.08 art files will work with the following exceptions..... If you have created a P38F and/or zero52 art file DELETE THEM. Also, the P51D art is replaced with the P51 art, if you try to fly the P51D it will look for the P51 art first then IF it does not find it then it will fall back to the old P51D art. The program will now automatically fall back to the correct art and will NOT like the copied versions. ALSO, planes can NOW include custom sounds. These sounds are imbedded in the art file for that plane. If you don't have the new art files you will NOT have the custom sounds. This basic distribution includes only the REQUIRED art for the program. If you want special art and/or sounds for the planes you must download one of the supplementary art packages.....

[For Power Users ... Note also that you can create custom sounds and install them with RedEdit (or whatever) All sounds are 22KHz samples and their replacements have to be sampled at the same rate and have the same resource

ID Number and name as their original. Do NOT, under ANY circumstances, try to alter the CODE segment (on 68K machines) or the Data Fork (on PPCs). Doing this is considered a hack, even if you are only changing a string, and may lead to unpredictable behavior on your Front End. Playing with Resource Editors in general is not supported and you do so at your own risk.]

Framerate.... View switching on many machines will be faster. Some framerate increase should be noticed by everyone. This may be more apparent on 68K based machines.

Bugs fixed.... The program is now able to deal with monitor resolution changes on the fly as well as changing the primary monitor while the program is running. Sound SHOULD be working on the 68K although sometimes sounds will not play. Sounds are prioritized so the more important sounds will get to play though. There are probably other things I fixed that I can't even remember right now. This is the first version that, IMHO, is approaching a reasonably functional Macintosh Application. Now I am actually willing to put my name on it ;-)

Changes for the future include getting RID of the requirement to have a 3rd party telnet tool (or other connection) tool, making it easier to get online, for now though we will have to struggle with the orphaned communications toolbox.

Good Luck and GodSpeed....

I am..

Stephen "Caligula" Evans
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OLD NOTES FROM PREVIOUS RELEASE (1.08)

Information on how to actually PLAY the game is in the "Formal" documentation. Please read the formal Documentation file "wbhelp".

This file is included with the WarBirds Data file set (WBDataV1.08r0.sea.hqx)

You will also need an Art set as well as this executeable and the data files. (again, see the documentation listed above). The 1.07b7 Art files will still work, but if you have them you will need the cv.640 or cv.1024 art file as appropriate. If you don't have the P38F or ZERO52 art you can "create" them by copying the P38 and ZERO art and renaming it as above. You will need the F6F5 Artwork for the Hellcat as well.

This is the FIRST Macintosh "Production" release of WarBirds (v1.08r0)

This does NOT, of course, mean I am going to stop working on it. It

just means that the Powers That Be, having noticed that the Mac version is pretty much just as stable as the WinTel versions, and does everything they do, plus a few more things, decided it was time we Mac guys starting paying the freight.

This adds the HellCat (F6F5) and Zeke (A6M5mod52), although they will not be enabled online for a week or two (to let everyone upgrade). It adds color to the Mac terminal window when online (though it's a hack and doesn't refresh correctly). It fixes a couple of bugs, including an attempt to address the PCI graphics acceleration init problem. Unfortunately I can't test that since I don't HAVE such a machine here.... Someone let me know if it worked.

The radio channel command line STILL doesn't work right. I will be working on this. The splash screen has a copyright notice, hmmm what else have I been up too...

Anyway, Have fun and keep flying. ICI has said we are committed to making all the cool games available on both the PC and the Mac, but of course if there are no Mac users "they" might decide to save a few pennies and cut us (and my job <G>) off :-)

At this point I am cutting off the old beta release list. Future bugs and fixes as of 1.08r0 should be Emailed to caligula@cris.com.

Some important tips.... Do NOT use TGE TCP tool unless using Open Transport 1.1 as your networking environment.

Try to use the "serial tool" to connect to a shell account (an account you can telnet out of) if possible, this is the best possible connect.

If your ISP seems to have bad latencies, drops alot of packets, ect, and you are in the continental US you might try getting an account with Concentric (CRIS). To get more info telnet to cris.com or call their customer support number at 1-800-745-2747. Not only do they have a very short route to our host, but CRIS users also get a price break on the hourly charge.

If you are an AOL user, get a Cris account (see above). You will save a fortune.

TURN OFF FLOW CONTROL. No matter WHAT connection you are using with a modem turn OFF flow control and set the modem speed to